

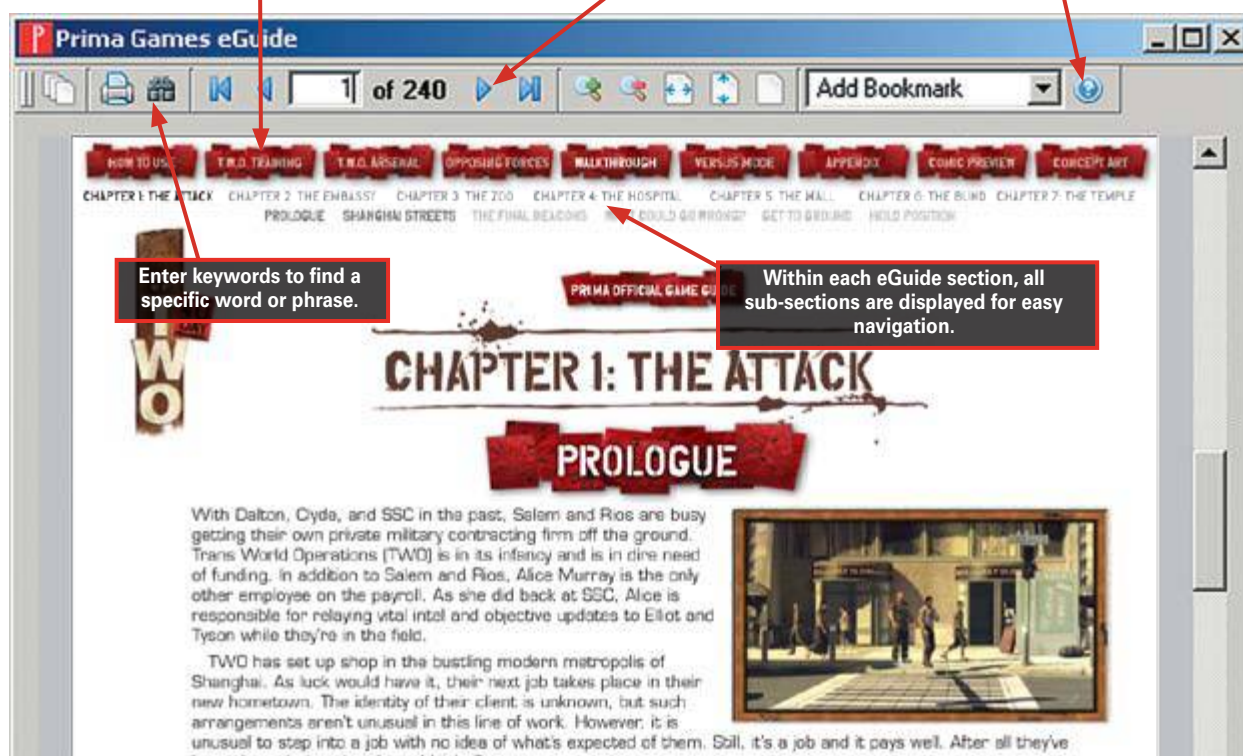
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This *Army of Two: The 40th Day* eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

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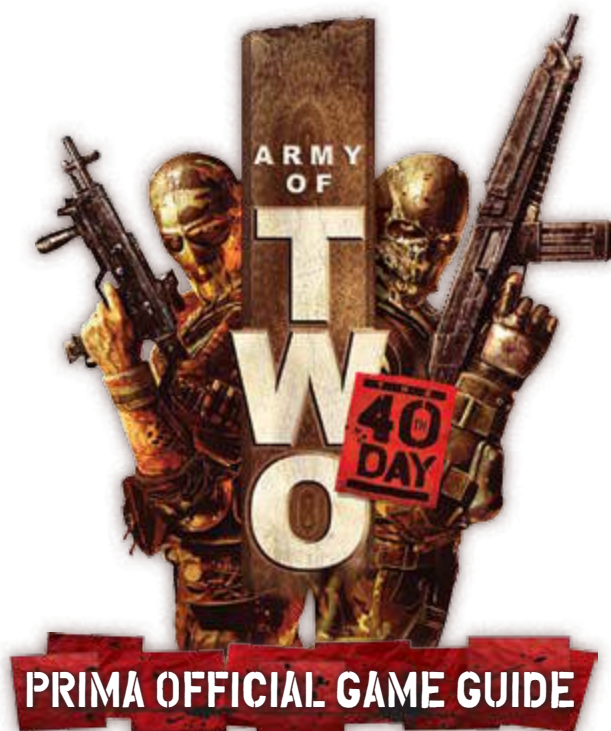
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We want to hear from you! E-mail comments and feedback to mknights@primagames.com.

by Courtney



PRIMA OFFICIAL GAME GUIDE

HOW TO USE THIS BOOK

INTRODUCTION

It hasn't been long since the showdown in Miami. Dalton, Clyde, and SSC are history. Salem and Rios have moved on, looking to make a fresh start in Shanghai with their own private military company. Their jobs have been uneventful...until now. Shanghai is under attack. It's unclear who's attacking the city or why, but Salem and Rios are caught in the cross fire. Dreams of a big payday are put on the back burner as they attempt to escape the city and survive the 40th day.

Welcome to the official game guide for *Army of Two: The 40th Day*. This guide contains everything you need to know to prevent Salem and Rios from becoming another casualty. Here's a brief rundown of what you'll find in each of the following chapters.

T.W.O. TRAINING



Whether you're new to the series or not, there's plenty of worthwhile information packed into this chapter. Included are discussions on the new co-op actions, including the Mock Surrender, Quick Draw, and hostage taking. Learn to work together and use these actions to maintain a tactical edge throughout the campaign. The new Camaraderie and Morality systems are also covered, helping you understand the importance of managing the perceptions of your partnership.

T.W.O. ARSENAL



Salem and Rios have a wide variety of weapons and weapon parts at their disposal. Study this chapter for a detailed description of each, including full stats, costs, and customization options. That's right—all weapons can be fully customized, combining a variety of barrels, stocks, scopes, suppressors, and more to create the perfect weapon to complement your play style.

OPPOSING FORCES



Throughout the course of the campaign, Salem and Rios are confronted by several hostile units, eager to halt their escape from the city. This chapter prepares you for these inevitable encounters, pointing out each enemy's strengths and weaknesses. Takedown tactics for the dreaded heavy soldiers are also included, illustrating how to work together to eliminate these deadly foes.

Need help surviving the campaign? This chapter offers step-by-step instructions for making it out of Shanghai alive. Included are detailed maps that show the locations of cash drops, radios, supply crates, Maneki Neko Cats, and weapon parts. Co-op tactics are also discussed, offering alternative solutions when tackling the campaign with a friend. The consequences for all co-op choices are also revealed, helping you make an informed decision every time.

The image shows an open historical map of the Warsaw Ghetto. The left page features a large, detailed map of the ghetto area, with various landmarks and streets labeled. Below the map is a large block of text in Polish. The right page contains a smaller map and several columns of text in Polish, likely providing historical context or a legend for the map. The map is framed by a dark border, and the pages are yellowed with age.

The fun is far from over after you survive the campaign. There are a total of four multiplayer game modes, playable on six maps, inspired by locations found in the campaign. This chapter contains tips and tactics for each game mode and includes labeled maps that reveal all spawn locations, special weapon pick-ups, and Control and Warzone objectives. Put this info to use when taking the battle online!

[illegible]

Reference this collection of tables to compare stats for the various weapons and weapon parts. All Xbox 360 Achievements and PS3 Trophies are also revealed here—including the secret ones.

The adventures of Salem and Rios continue in the new *Army of Two* comic, written by Peter Milligan and illustrated by Dexter Soy and Jose Marzan Jr. Check out a preview of the debut issue at the back of this guide. The first story arc, *Across the Border*, takes place after the events of the first game but before the invasion of Shanghai, as Salem and Rios get caught up in a Mexican drug war.



PRIMA OFFICIAL GAME GUIDE

T.W.O. TRAINING

Army of Two: The 40th Day is a unique game in that it relies on two characters working together. Whether you are playing solo or co-op with another player, you will always have a partner. Many parts of the campaign require two people to complete a level or even just to survive. If you played the original *Army of Two*, then you will be familiar with some of the tactics, interface, and play style of the game. However, even veterans will find that this game has some differences and upgrades. Therefore, it is a good idea to read through this training chapter to either learn how to play effectively or to get a good refresher course on the old and the new in the game.

THE BASICS

THE INTERFACE



As you are playing the game, much of the information you need appears right on the screen. One of the most important elements is the Aggro meter. This bar at the top center of the screen shows whether you or your partner is building up Aggro in a firefight. (For more information on the Aggro meter, check out the section on Aggro later in this chapter.)

Down in the screen's bottom left corner, you will find your weapon circle. This shows the weapon you are currently using, the amount of ammo remaining in the currently loaded clip, the total ammo remaining for that weapon, and the number of grenades you still have on you. It is a good idea to keep an eye on this circle.

MOVEMENT

Salem and Rios are on foot as they fight their way through Shanghai. However, they still have lots of different ways of getting from one place to another.

WALKING



Walking is the basic way of moving through the city. Your character advances while standing up. The more you

move the movement stick, the faster your character will travel from a slow walk to a fast walk. Walking lets you reach a place quickly while still retaining enough control to aim and use your weapons. This is the best mode of movement when you are not under fire and do not expect to engage any enemies right away. Pressing the movement stick to the right or left will cause your character to strafe to that side, letting you move laterally while still facing in the same direction.

SPRINT



Hold down the Sprint button and your character will begin to run. Since he is moving so quickly, you cannot use your weapons while

sprinting. In addition, you can't turn as quickly. Sprinting is best used to get from one point to another while traveling in a straight line. Sprint when you must get across an open area while under fire. Release the Sprint button to get on cover. The enemies will have a hard time tracking you with their weapons while you're sprinting.

CROUCHING

When stealth is your tactic, crouch down by pressing the Player Stance button, which cycles between standing and crouching. While

crouched down, you are harder to see and can take cover behind low objects. You can also move around while crouched. Like walking, the speed with which you travel when crouched is determined by how far you press the movement stick. Crouching is also quiet when you move slowly. Try sneaking up on enemies while crouched. If they have their backs to you, you can move behind them without being detected. When near enemies, it is best to crouch.





WHILE CROUCHED, YOU CAN STILL DASH. JUST HOLD DOWN THE DASH BUTTON TO STAND UP AND RUN. WHEN YOU RELEASE THE BUTTON, YOUR CHARACTER WILL DROP BACK DOWN INTO A CROUCH. THIS IS A GREAT WAY TO ADVANCE QUICKLY FROM ONE SOURCE OF COVER TO ANOTHER.

SLIDING INTO COVER



When you are taking enemy fire, you want to get behind cover as quickly as possible. Whether walking or moving while crouching, press

the Slide button as you approach cover and you will slide behind it. While sprinting you must release the Sprint button. This is a great move to use when advancing during combat and can help keep you alive.

ROLLING



At times, you need to cover a short distance while under fire. Sprinting may take you past where you want to go, so try rolling. While

moving forward or to the sides, press the Roll button and you will perform a quick roll. This is a great way to move from one place of cover to another. Rolling is quick and keeps you low to the ground, so enemies will have a much tougher time hitting you.

COVER



Cover is the difference between life and death in this game. Whenever there are enemies around, it is

always a good idea to place some cover between you and them. Cover is any object that will stop a bullet. These can be walls, crates, barricades, pillars, and so forth. Some cover is tall, so you can stand behind it and peek around the corner to fire. Shorter objects require that you crouch down to take cover behind them. Then you can rise up over the cover to shoot at the enemies.



SOME COVER IS DESTRUCTIBLE. AS IT TAKES HITS, IT WILL BEGIN TO BREAK APART. IF YOU SEE THIS HAPPENING, GET TO ANOTHER SOURCE OF COVER. ALSO, SOME OBJECTS DO NOT PROVIDE COVER AT ALL, SUCH AS THIN WOOD. WHILE IT MAY HIDE YOU, THE ENEMIES' BULLETS WILL PASS RIGHT THROUGH AND HIT YOU.

Your enemies will often use cover as well. If they are behind cover, don't waste your ammo trying to shoot through. Instead, wait until they expose themselves to fire at you, or flank them so their cover is no longer between you and them.

GPS



Both Rios and Salem are equipped with a GPS headset inside their masks. When activated, this view can provide some useful information during an engagement. Press the GPS button to activate this view. The GPS helps keep you oriented. If you are not sure where to go to reach your next objective, look for a green line on the floor in the GPS view. Arrows running along the green line will show you where to head. In addition, objectives are always highlighted in green in this view.

Enemies that you can see in the GPS view will appear with a chevron over their heads. One chevron indicates a soldier, and two chevrons indicate an officer. This is useful to know when you want to take hostages. Press the Tag button and you will tag the enemies you can see. Tagged enemies appear highlighted in red, and you can still see them even when they move completely behind cover. In addition, any enemies that you tag will then appear tagged in your partner's GPS. This is a useful feature during combat. One person can focus on tagging enemies while the other then fires at them.

While the GPS is extremely useful, you can't use it all the time, because it runs on batteries. A meter will appear in the screen's upper left corner when your GPS is activated. As you use the GPS, the lighted bars will dim; when they are all dim, the GPS will automatically shut down. While off, it will begin to recharge and will be fully recharged and ready to go in a short amount of time.



WEAPONS

FIREARMS



As a mercenary, weapons are your tools. Without them, you can't complete your assignments. During a mission, you can carry a primary weapon such as a submachine gun, an assault rifle, or a shotgun. You also carry a secondary weapon, which is a pistol, and a special weapon that can be a sniper rifle, a grenade launcher, or an RPG (or any primary weapon). Finally, you also carry grenades. To switch between the different main weapons, press the Weapon button. Holding down the Weapon button will bring up the weapon wheel in the screen's center. Press the D-Pad in the direction of the weapon you want to use and then release the button. From the weapon wheel, you can add or remove scopes and silencers if you have equipped your weapon with these attachments; you can also bring up the Weapon Customization screen if you are not in the middle of an engagement and if no enemies are around. For more information on weapon customization, see the "Arsenal" chapter later in this guide.



There are two different modes for using a weapon. By default, you carry your weapon at chest level. Firing from this position is not very accurate, and no reticle appears on the screen, so you don't really know where your bullets will go. This is fine if an enemy is next to you, but not so great for firing at any distance. Instead, hold down the Precision Shooting button to bring the weapon up to your shoulder so you can use the weapon's sights. In this view, you have a reticle on the screen and your fire is much more accurate. If you have a scope on your weapon, holding down this button will bring up the scope view instead.

While some weapons such as pistols, shotguns, and sniper rifles are single shot, the submachine guns and assault rifles are automatic. These will continue to fire as long as you hold down the trigger or until the magazine is empty. However, automatic fire is not very accurate after the first few rounds. Therefore, avoid firing these weapons in long bursts. Most of your rounds will not hit your target. Instead, fire in short bursts; this conserves ammunition, and it increases accuracy so more rounds hit the target.



TIP WHEN YOU ARE PEEKING AROUND COVER, IT CAN BE TOUGH TO GET ENEMIES IN YOUR SIGHTS. BECAUSE THE WEAPON IS ON THE WRONG SIDE. PRESS THE SWITCH SIDES BUTTON TO MOVE THE WEAPON TO THE OTHER SHOULDER SO YOU CAN THEN FIRE MORE EFFECTIVELY AROUND COVER.

GRENADES



Grenades are a useful weapon but can be dangerous to yourself when not used correctly. Tap the Grenade button to quickly lob a grenade forward. This is useful when you run into several enemies and want to buy yourself some time to withdraw to cover. This toss is not very accurate, but it is quick. For more precise grenade usage, hold down the Grenade button and a tracer arc will appear on the screen showing you the grenade's path and where it will land to explode. This is a useful tool for making sure your grenade goes right where you want it to. Grenades are great for attacking enemies behind cover or for groups of enemies. Often the enemy will try to get away from a grenade, so be ready to fire your weapon when they move out from behind cover. If the grenade does not get them, you will.



TIP WHEN AN ENEMY GRENADE LANDS NEARBY, A GRENADE ICON WILL APPEAR IN THE SCREEN'S CENTER, WITH A SMALL ARROW SHOWING THE DIRECTION OF THE GRENADE RELATIVE TO WHERE YOU ARE FACING. WHEN YOU SEE THIS APPEAR, ROLL OR MOVE AWAY FROM THE GRENADE BEFORE IT BLOWS UP.

MELEE



Your weapons can also be used for hand-to-hand combat. When close to an enemy, press the Melee button and you will use your weapon to bash the foe to the ground. If you have attached a bayonet to your weapon, you will use that to stab the enemy when performing a melee attack. Melee is effective when right next to an enemy, since a single attack will kill him. Use it when you get too close to an enemy to quickly bring your weapon to bear on him. Don't try this type of attack on a heavy; you can't melee these foes and will only get hurt in the process.



MELEE ATTACKS ARE MOST EFFECTIVE AGAINST DISTRACTED ENEMIES. SO LET YOUR BUDDY BUILD UP AGGRO. THEN SNEAK UP BEHIND YOUR ENEMIES FOR A CLOSE-QUARTER TAKEDOWN.

INTERACTING WITH THE WORLD

There are several objects in Shanghai with which you can interact. Whenever this is possible, a command will appear at the screen's bottom center, showing the action available and the button you need to press.

LADDERS



Ladders are located throughout the city. Whether you want to climb up a ladder or go down, press the Interact button

to get onto the ladder. Move the left stick up or down to climb or descend the ladder. If you want to slide down the ladder to quickly reach the bottom, press the Melee button. Avoid using ladders during combat, as it leaves your back exposed to incoming fire. If you must use a ladder in these situations, wait for your teammate to draw Aggro before making the move.

GATES AND DOORS



You can open gates and doors in two different ways. Tap the Interact button to throw the door open and move into the doorway.

However, if you think enemies might be on the other side waiting to ambush you, take cover to one side of the gate or door and hold down the Interact button to carefully open the door without exposing yourself to fire from the other side.



SOME GATES AND DOORS REQUIRE TWO PEOPLE TO OPEN THEM. JUST MOVE TO THE GATE OR DOOR AND PRESS THE INTERACT BUTTON. THEN WAIT FOR YOUR PARTNER TO COME AND HELP YOU OPEN IT.

CONSOLES



Consoles are objectives that you must use in order to progress through the campaign. To use a console, just walk up to it

and press the Interact button. Consoles may open doors or activate other devices.

MOUNTED GUNS



Almost all mounted guns you come across are manned by the enemies. However, after killing the foes on the gun, you can take control

of them and use them for yourself. Some mounted guns are in armored turrets while others are attached to barricades. Just approach and press the Interact button to man the weapon. If the gun is on a barricade and you approach from the front, press the Interact button to turn the gun around; then man it by pressing the button again. To stop using the weapon, press the Cancel button, which appears on the screen. While in control of a mounted gun, you fire and aim it like any other weapon. These never run out of ammo, but they can overheat. Watch the heat meter in the weapon circle at the bottom left corner and lay off the trigger when it starts getting hot. If the gun overheats, it will not function for several seconds while it cools down. Fire the gun in bursts rather than a constant stream of bullets to prevent it from overheating.

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TIP
MOUNTED GUNS ARE EXTREMELY HIGH-AGGRO WEAPONS: USE THEM TO HOLD YOUR ENEMY'S ATTENTION WHILE YOUR TEAMMATE FLANKS.

SUPPLY CRATES



The enemy mercenaries in Shanghai restock their ammo and weapons from supply crates. These are large steel containers

that the mercenaries will shut and lock up if they know you are around. Therefore, when you see one of these, you must kill all of the nearby enemies before they can shut the crate. Once locked, it can't be reopened. After clearing out the enemies, approach an open crate and press the Interact button to use it. You will find cash and weapon parts in these crates.

SHIELDS



Sometimes you will find ballistic shields lying around in Shanghai, or they may be dropped by enemies you have killed.

You can also use objects such as electric panels as impromptu shields. To make your own shield from an item, press the Interact button when the icon appears at the screen's bottom. To grab a shield on the ground, press the Pick Up Weapon button. While holding a shield, you can use only your pistol. Turn to keep the shield between yourself and the enemies and you have portable cover. Shields can take only so much damage before they fall apart. Watch the meter that appears above the shield; when it gets low, start moving to cover.

A single shield can benefit both yourself and your partner. A teammate can move next to the one with the shield and press the button that appears at the screen's bottom. The shield bearer will now control the movement of both characters. The following character can still look around and fire in all directions. Shields are a great way to advance through areas where you have no cover.

TACTICS FOR TWO

In this game, there is no "going solo." You must always work with your partner, whether he is controlled by another player or the game's AI. Therefore, the main tactics you need to use for success are cooperative.

AGGRO



Aggro is one of the most fundamental concepts within the *Army of Two* games. Aggro is the attention that the enemy gives to threats. As you kill enemies and do a lot of shooting with loud, powerful weapons, your Aggro increases. This is shown on the Aggro meter at the screen's top. As the meter fills up in one direction, the character whose name is in that direction will become the target of enemy attacks. Once Aggro is maxed out, the high-Aggro character will actually gain a reddish aura around him, indicating that all enemy attention is focused on him.

On the other hand, as Aggro increases for one character, it decreases for the other. When one partner is maxed out, the other character gains a bluish aura indicating that he is invisible to the enemy. Unless he walks right in front of a foe, they will not pay attention to him. Using Aggro effectively opens up some great co-op tactics to use against the enemy.

BASICS OF AGGRO TACTICS



Aggro tactics are fairly simple once you understand how Aggro works. The main concept is one person gets behind some

cover and builds up Aggro. This character does not even have to expose himself. Once behind cover, you can fire around or over cover by just pulling the trigger. If you want to fire more accurately, hold down the Precision Shooting button so you can actually start taking out some enemies. However, as your Aggro increases, you will start taking lots of fire, so don't stay exposed too long to get those shots.



While one partner is gaining Aggro, the other can start flanking. As long as you don't run out in front of enemies, the low-Aggro player can move around the side of the enemies to hit them from a flank or the rear, where they have no cover for protection. If this character is using a low-Aggro weapon, such as a silenced pistol or a silenced submachine gun, he can kill without raising his own Aggro. Since the enemy is not paying attention to him, this character can take the time to line up headshots for less-powerful weapons to maximize the damage they inflict.

Another way to use Aggro is for the flanking player to find some good cover and then use a high-Aggro weapon to build up Aggro on himself. Once the enemy is focused on him, then the other partner can begin flanking or advancing. This tag-team tactic is a great way for both you and your partner to advance under enemy fire.



SOME OF THE HEAVIES REQUIRE YOU TO HIT THEM FROM BEHIND OR THE SIDES TO KILL THEM. WHEN GOING UP AGAINST THE

FLAMETHROWER OR THE GATLING HEAVIES. ONE PLAYER NEEDS TO KEEP UP AGGRO TO MAINTAIN THE HEAVY'S ATTENTION WHILE THE OTHER MANEUVERS AROUND TO HIT THE FOE FROM BEHIND.

LOADOUTS FOR AGGRO TACTICS

The weapons each partner carries play an important role in how you use Aggro tactics. There are two main ways to arm your two-man team. The first loadout is the High-Low, wherein one player selects a primary weapon with high Aggro and then customizes it to increase its Aggro. To learn how to customize your weapon, check out the "Arsenal" chapter later in this guide. The other partner then selects a weapon with good firepower but low Aggro and then customizes it to reduce its Aggro further by attaching a silencer or making other modifications. Both players should also take along a silenced pistol in case the roles have to change during a firefight. The High-Low strategy has one partner taking the role of heavy Aggro all the time while the other partner does all the flanking while being ignored by the enemies.



WHEN USING THE HIGH-LOW STRATEGY, ONE PLAYER DOES NOT HAVE TO BE HIGH AGGRO ALL THE TIME. WHENEVER YOU ARE NOT ENGAGED WITH THE ENEMY, BOTH PLAYERS CAN GO TO THE WEAPON CUSTOMIZATION SCREEN AND CHANGE THEIR LOADOUTS SO THEY CAN TAKE ON THE OTHER ROLE FOR A WHILE.

The other loadout is the Balanced strategy. In this loadout, each partner takes along a high-Aggro primary weapon. If possible, select silencers that can reduce Aggro on the fly if necessary. However, the primary weapon is intended for building up Aggro. Each partner should also take along a silenced pistol as their secondary weapon. The flanker will use this to kill enemies without raising Aggro. The Balanced strategy allows for greater flexibility, as whichever player is in a good position can build up Aggro so the other one can reach a good flanking position; from here, he can either kill enemies or start raising Aggro so the first partner can advance.

COMMANDS FOR THE AI PARTNER

When playing co-op with another person, you can verbally communicate with each other to plan and carry out your tactics. However, when playing the solo campaign, your partner is controlled by the AI. Even so, you can still give him orders. The Orders circle is located in the screen's lower right corner and shows what the current order for your partner is. There are three different orders, each with two options for a total of six possible commands. When the order icon is blue, your partner will perform that order and keep his Aggro low—though he will engage enemies as they represent a threat. The icon turns orange with flames when you give the Build Aggro option. This orders your partner to fire away and build up Aggro as he carries out the current order. This is great for taking the heat off you. Let's take a look at each main order.

REGROUP



The first order is to regroup. Once your partner gets near you, he will advance as you do. You can modify the Follow Me order by selecting the Aggro version so he gets all the attention as you move about. This is a good order when you want to stay together.

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ADVANCE



This command orders your partner to advance ahead of you. He will move toward the next objective but usually will not get too far

ahead of you. The standard order is great for sending your partner to a flanking position while you maintain high Aggro and focus the enemies on you. However, you can also choose the Aggro option for this order so your partner goes forward with guns blazing. Use this when you need to take the heat off you for a while.

HOLD POSITION



The final command orders your partner to stay put. He will find cover nearby and stay there. Give your partner this order if he is taking too much

fire and is at risk of being wounded or killed. The Aggro version of this order is one you will use quite frequently, as this keeps your partner in one spot to build up Aggro so you can then flank the enemy.



BE SURE TO USE ALL THE ORDERS AS NEEDED. NEVER LEAVE YOUR PARTNER ON JUST ONE ORDER OR YOU WILL NOT BE ABLE TO PERFORM THE CO-OP TACTICS DISCUSSED EARLIER.

CO-OP ACTIONS

There are several actions in the game that require both players to perform. Some must be performed only at specific locations while others can be performed whenever the two of you want to.

STEP-JUMP



At times you need to get over a high object such as a wall or a fence. The first player to the spot presses the Interact button and will then

crouch down, offering a lift up to the other. The second player then walks over to the crouched player and presses the Interact button to accept a boost. If going over a fence, the second player will jump down to the ground. However, if jumping to a higher level, the second player will then reach down and pull the first player up. When playing solo, you can either boost your partner or send your partner to the position to lift you up.

HEALING



When you take too much damage, you will go down. While wounded, you can crawl a bit and use your pistol. Get behind

cover, since additional damage will kill you—approaching enemies can also kill you with a melee strike. While wounded, you have a short amount of time before you die from your wounds. Press the Interact button to call for help. If your partner is the wounded one, get to him as quickly as possible. Press the Interact button to begin dragging him to cover. Once he is behind cover, hold down the Interact button until you heal him. You can heal or be healed an unlimited number of times.



WHEN YOUR PARTNER GOES DOWN, BE CAREFUL AS YOU GO TO HEAL HIM. IF YOU ARE WOUNDED, THERE IS NO ONE TO HEAL YOU AND YOU BOTH BLEED OUT.

HOSTAGE TAKING/SUBDUING



At times you will want to take enemies hostage and subdue them rather than kill them. This is especially true when the enemy mercenaries are holding civilians hostage, since you want to try to avoid getting them killed in the crossfire. Switch on the GPS view and identify the enemy with the highest rank. Look for the two chevrons. Sneak up behind this officer and then press the button indicated at the screen's bottom to take him hostage. If he starts squirming around, press the indicated button to pistol-whip him and keep him under control, or he will break away from you and start fighting. Once an officer is hostage, the other enemies of equal or lower rank will surrender. This allows your partner to move in and tie them up. Once they are all taken care of, tie up the officer. You can leave them where they are and continue on. Subduing enemies increases your Morality (discussed later in this chapter) and is a good tactic to use when you face several enemies at once—as long as you can get in behind the officer without being seen.

NOTE

YOU CAN'T TAKE HEAVY SOLDIERS HOSTAGE. SO DON'T TRY OR YOU WILL GET HURT. ALSO, IF THERE IS NO OFFICER AROUND, TAKE ONE OF THE SOLDIERS HOSTAGE AND THE REST WILL SURRENDER. HOWEVER, IF THERE IS AN OFFICER AROUND AND YOU TAKE A SOLDIER HOSTAGE, THE OFFICER WILL START SHOOTING RATHER THAN SURRENDER.

CO-OP SNIPE



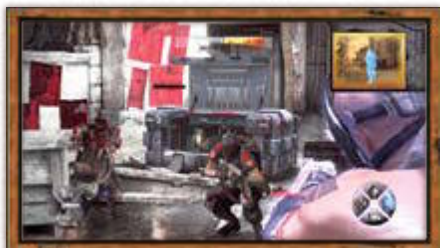
There are instances when you need to shoot at two targets simultaneously, such as when trying to free civilian hostages.

Whenever you use a scope to target enemies, your AI partner will as well. He will pick a different target and fire when you do. When playing co-op with another player and both are looking through their scopes, one of the players can press the Interact button to start a countdown. Both players still have to pull the trigger to fire, but the countdown is a great way to coordinate so you both fire at the same time. Use co-op snipe when you need to clear a supply crate from enemies, protect hostages, or take out major threats at the beginning of an engagement.

TIP

WHILE IT IS CALLED *CO-OP SNIPE*, YOU DO NOT NEED A SNIPER RIFLE TO USE THIS OPTION. AN ASSAULT RIFLE WITH A SCOPE WILL ALSO ALLOW YOU TO PERFORM THIS ACTION.

MOCK SURRENDER



Sometimes the best course of action is to just surrender. Not really, of course. The Mock Surrender can be effective when trying to

save civilians or reach a supply crate before the enemy locks it down. This action can be performed by both

partners or just one while the other stays hidden behind cover. To do this, just walk toward enemies without your weapon raised in Precision Shooting mode. The enemy will call for you to surrender. Press the Interact button to raise your hands. When they order you to kneel, press the button again to kneel. You now have a few seconds to line up a Quick Draw. Hold down the Precision Shooting button. This will let you aim your pistol while it is still in its holster. Aim for the officer or main threat. Once you have your sights lined up on his head, pull the trigger to fire. The game will go into slow motion, allowing you to take out several enemies before they can react—if you are fast enough. If both partners surrender, coordinate targets before quick drawing. On the other hand, if your partner is hidden behind cover, he can open fire with any of his weapons while you quick draw. This action can take a bit of practice, but once you have it down, it is very effective.

TIP

BEFORE YOU MOCK SURRENDER, MAKE SURE YOU HAVE A POWERFUL PISTOL AND REMOVE THE SILENCER TO ENSURE MAXIMUM DAMAGE AGAINST YOUR TARGETS.

BACK-TO-BACK



The Back-to-Back action is scripted into the game. It occurs only a few times during the campaign. While in Back-to-Back, you and your partner will not be able to move around—you can only turn and fire. Game time slows down and you have an unlimited supply of ammo, with no need to reload. Be sure to communicate with your partner during Back-to-Back, since you will be attacked by enemies from all sides. Focus on big threats such as heavies or soldiers with RPGs, since they can bring your action to a quick end. Don't worry about hitting your partner. As you rotate toward him, he will automatically crouch down so you can fire over his head.

TIP

IF YOU KNOW A BACK-TO-BACK MOMENT IS COMING UP, SWITCH TO A HIGH-FIREPOWER PRIMARY WEAPON (SUCH AS AN ASSAULT RIFLE) AND TAKE OFF THE SCOPE AND SILENCER IF IT IS SO EQUIPPED. YOU WANT MAXIMUM FIREPOWER AND FIELD OF VIEW DURING THIS FIGHT.

PRIMA OFFICIAL GAME GUIDE



CAMARADERIE AND MORALITY

When you reach the end of a level, or even when you go to the Pause screen during a campaign game, you will see a two-word title describing your partnership. This reflects both your Camaraderie and your Morality. Your actions affect both of these values.

CAMARADERIE



Camaraderie is how well you and your partner get along. If you want to give your partner some positive feedback, walk up to him

and press the Interact button. You will give him a high five or other action. For negative feedback, press the Melee button to hit your opponent or do something else negative. These actions either increase or decrease your Camaraderie. You can also begin a game of rock, paper, scissors by pressing the Reload button. This will increase your Camaraderie, and it is a good way to make decisions such as who will flank or build up Aggro. In addition to negative actions, shooting at your partner will decrease your Camaraderie. The following is a scale of the various levels of Camaraderie. You begin at the default in the middle. As you engage in negative actions, your Camaraderie will move down the scale while positive actions move you up the scale.

AMBIGUOUS
LOYAL
TIGHT
FRIENDLY
AMICABLE
NONCOMMITTAL
(Starting value)
UNFRIENDLY
INCOMPATIBLE
ANTAGONISTIC
WARRING
HATEFUL



THERE ARE TWO ACHIEVEMENTS/TROPHIES ASSOCIATED WITH HIGH AND LOW CAMARADERIE. **TOTAL FIST BUMP DESTRUCTION** IS AWARDED FOR FINISHING THE CAMPAIGN WITH THE HIGHEST LEVEL OF CAMARADERIE. FINISHING THE CAMPAIGN WITH THE LOWEST LEVEL OF CAMARADERIE EARNS YOU THE **TOTAL FIST BUMP DEFLATION** ACHIEVEMENT/TROPHY.

MORALITY



Morality reflects how your partnership is perceived by the outside world. To improve your Morality, you should save hostages,

tie up enemies instead of shooting them, and make positive decisions during co-op choices (discussed later in this chapter). Your Morality lowers if you fail to save hostages, tie up guards and then execute them, shoot civilians, and make negative co-op choices. Morality affects whether civilians will help you out or not. Following is a scale of the Morality levels. You begin in the middle and then move up as you make good choices or down if you make bad choices.

CHAMPIONS
HEROES
SAVIORS
PHILANTHROPISTS
GENTLEMEN
GUARDIANS
GOOD SAMARITANS
MERCENARIES
(Starting value)
BANDITS
BAD EGGS
VILLAINS
CRIMINALS
BASTARDS
DEVILS
PRICKS

CO-OP CHOICES



During the campaign, you will be confronted with decisions testing your morality. For example, you may have the choice of killing a

person to get a weapon or letting them go and not getting the weapon. In solo play, you get to decide. However, when playing co-op, both players are given the option, and the one who decides first makes the decision for both players. The two options will appear at the screen's bottom. Just press the button for your choice. All of these choices will affect your Morality, so you have to weigh the cost before you make your decision. The negative decisions will all result in an immediate reward of cash or weapons. However, the positive decisions will pay off later on when you receive a weapon (G18C) at the hospital or when civilians help you during the final assault.

PICK-UPS AND COLLECTIBLES

As you make your way through Shanghai, be on the lookout for several things you can pick up and use or collect.

TEMPORARY WEAPONS



After you kill an enemy, they will usually drop the weapon they are carrying. You can then move over to the weapon and pick it up. You will

usually find assault rifles; however, you can occasionally find a shotgun or even an RPG. These temporary weapons do not replace the weapons you are carrying. If you switch to one of your weapons, you automatically drop the temporary weapon; it disappears if you don't pick it up again in a short amount of time. Temporary weapons have limited amounts of ammo. However, by walking over other dropped weapons of the same type, you can collect more ammo for that weapon. Grabbing weapons off the ground is the only way you can acquire the Gatling and Flamethrower, carried by the heavy soldiers of the same names—these weapons are not available for purchase.



TEMPORARY WEAPONS ARE GREAT TO USE WHEN DRAWING AGGRO, ALLOWING YOU TO SUPPRESS ENEMIES WITHOUT WASTING YOUR PRIMARY WEAPON'S AMMO.

AMMO



Dead enemies will sometimes drop crates of ammo. Pick these up whenever you see them. You won't know what kind of ammo it is until you pick it up, but

it can be for your primary, secondary, or special weapon. It might even be some grenades.

CASH



Since mercenaries are paid in cash. You can sometimes find dropped cash after killing enemies. Pick it up and add it to your account.

You can use this cash in the Weapon Customization screen to purchase new weapons, attachments, or other items. There are large stashes of cash hidden around the city, so look around after clearing out an area to find thousands of dollars at one drop—these large cash drops are marked on the maps in the campaign chapter.

WEAPON PARTS



Some weapon parts can't be purchased. Instead, you can find them hidden in envelopes scattered about the city. Some of these can be

tough to find, so be sure to search closets and behind objects as you advance through Shanghai.

RADIO TRANSMISSIONS



Watch for radios as you progress through the campaign. Pick these up

and then go to the Radio Log screen from the menu and you

can listen to these logs. The radio transmissions help fill in the story line of the campaign.

ID CARDS



The enemy mercenaries are taking some of the civilians hostage. When you run into one of these situations, kill the enemies before

they can kill the hostages. Then move forward to save the hostages by pressing the Interact button. In return, you will receive money or a weapon. Each saved civilian will also be recorded by an ID card that you can collect.

MANEKI NEKO CATS

Whenever you see a porcelain cat waving at you, shoot it. Each level has one or two of these cats, and if you get them all, you can earn an Achievement or Trophy.



CHECK OUT THE WALKTHROUGHS OF THE VARIOUS LEVELS OF THE GAME TO FIND OUT WHERE ALL OF THE CASH, WEAPON PARTS, RADIOS, AND MANEKI NEKO CATS ARE LOCATED SO YOU CAN BE SURE TO COLLECT THEM ALL.

T.W.O. ARSENAL

Weapons are the tools private military contractors use to complete their assignments. In *Army of Two: The 40th Day*, you earn monetary rewards for saving civilians, making Morality choices, picking up cash dropped by dead mercenaries, and finding stashes of cash in supply crates or lying around in the levels. You can then use this money to purchase new weapons or upgrade those you already own. Pick a weapon with the characteristics you need and then upgrade it to suit your play style.



There are many different types of upgrades that you can purchase, but not all upgrades are available for each type of weapon:

- The main upgrades you want to purchase are new barrels for your weapons. Upgrading a barrel increases the amount of damage you inflict on the enemy with each hit.
- Stock upgrades make your weapon more stable and accurate, reducing the spread you get while firing several rounds in quick succession.
- If you want to fire more rounds without having to reload as often, get a cartridge upgrade.
- Some weapons allow you to attach front mounts. A grip increases your stability, while other front mounts can even give you additional weapons that you attach to the front of your rifle.
- If you want to go quiet and decrease your Aggro, then suppressors are the upgrade for you. This category also includes muzzles for your weapon as well as bayonets.
- If you want to increase your Aggro and gain a bit more protection, mount a shield on your weapon.
- Scopes can be attached to most weapons and will help improve the accuracy of your shots.
- Finally, you can customize the style of your weapon by choosing from a variety of paint and camouflage designs. You'll look good carrying a weapon decked out with a cool paint scheme, and the enemy will definitely take notice of you.

The following table helps simplify what you should look for when you upgrade. Note that some upgrades will not have the desired effect. For example, choosing some barrels may actually decrease the damage of your weapon if it already has a high damage value. If you are going to upgrade your barrel, make sure it increases the damage of your weapon.

KEY TO UPGRADING

UPGRADE	DESIRED EFFECT
Barrel	Increase damage
Stock	Increase handling or precision
Cartridge	Increase ammo capacity
Front mounts	Increase handling or precision (grips) or add a weapon
Suppressors	Decrease Aggro or add a bayonet
Shield	Increase Aggro and protection
Scope	Increase precision
Style	Increase or decrease Aggro

HIERARCHY OF UPGRADING

If you have some money burning a hole in your fatigues, here is a suggestion of the order in which you should purchase upgrades:

Damage: Increase the damage each shot inflicts on the enemy. You can do this by either upgrading the barrel of your current weapon or by purchasing a more powerful weapon.

Ammo capacity: Having to reload frequently during a firefight can be a pain. Upgrade your weapon with larger cartridges to keep firing for longer periods of time.

Handling and precision: The more accurate your weapon and the less spread when firing, the more hits you will score on your enemy. Upgrade your stock or add a grip to the front mount to increase these two areas.

Aggro: This varies depending on whether you want to be the flanker or the fire support that keeps the enemy's attention. Flankers need to decrease their Aggro with suppressors or lower-Aggro weapons, while fire support increases Aggro with shields, front-mount weapons, and, of course, a cool paint job.

ASSAULT RIFLES

Assault rifles are your main type of primary weapon, which you will be using most of the time. They pack the firepower you need to clear out enemies as you advance through Shanghai.



WHILE NOT ACTUALLY AN ASSAULT RIFLE, THE LIGHT MACHINE GUN IS INCLUDED IN THIS CATEGORY.

AK-47

Cost: \$1,100

Ammo: 7.62x39mm

Rate of Fire: 600 rounds per minute



The AK-47 is a great upgrade at the start of the game, since it causes a lot of damage and is inexpensive. Consider upgrading the stock and adding a front grip to make it easier to control. In addition, upgrade to a 50-round magazine to make this assault rifle an effective killing machine for the early levels.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
22	20	9	7	Chapter 1



THE WEAPON STATS ARE FOR THE DEFAULT WEAPON. ONCE PURCHASED, THE WEAPON'S PARTS CAN BE USED TO CUSTOMIZE OTHER ASSAULT RIFLES.

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	2	-1	1	0
Barrel	3	-1	1	1
Muzzle	1	0	1	0
Cartridge	3	-2	0	2

AS-KRI

Cost: \$300,000

Ammo: Grenades

Rate of Fire: Semi-automatic



The AS-KRI is one of two weapons designed by players in the game website's weapon-design contest. This design was submitted by user Angryjoeshow1. The AS-KRI is an assault rifle with a built-in shotgun located below the rifle barrel. While you can't customize this weapon, it is good to go as is. The shotgun is not as effective as a regular shotgun, since its barrel is quite short. However, it is great at close range. Of all the assault rifles, this one causes the most damage.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
23	20	10	9	Chapter 1



YOU CAN'T DISASSEMBLE THE AS-KRI AND USE ITS PARTS FOR OTHER WEAPONS.

FELIN-2C

Cost: \$25,000

Ammo: 5.56x45mm

Rate of Fire: 1,000-1,100 rounds per minute



This assault rifle is a good choice. Though not available until later in the game, the FELIN-2C causes a lot of damage while maintaining high precision. It is topped only by the AS-KRI but is much more affordable than that expensive rifle. The rate of fire of this weapon is incredible. It is more like a light machine gun than an assault rifle.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
22	20	10	8	Chapter 5

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Barrel	0	-1	1	0
Muzzle	0	0	1	0
Cartridge	-1	1	0	0

G36C

Cost: Owned at the start

Ammo: 5.56x45mm

Rate of Fire: 750 rounds per minute



You begin the game with the G36C. While a decent weapon, it is one of the least effective assault rifles available. You could spend money upgrading it, but you are better off spending your money on an AK-47 and upgrading that weapon, since it can cause more damage. The enemy mercenaries carry this weapon in the early levels, so pick it up and use it as a temporary weapon.

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WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
22	20	10	6	Chapter 1

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	0	0	2	0
Barrel	0	1	2	0
Muzzle	0	0	1	0
Cartridge	0	1	0	0

M249 SAW

Cost: \$22,500

Ammo: 5.56x45mm

Rate of Fire: 1,000-1,100 rounds per minute



The M249 squad automatic weapon (SAW) is actually a light machine gun. While each round does not cause as much damage as rounds fired by other assault rifles, the M249 has a very high rate of fire, which is almost double that of other weapons in this category. Available only later in the game, this weapon can be very useful in the hands of the partner who provides fire support and Aggro. The M249 comes with only a 60-round ammo pouch. When you buy this weapon, upgrade immediately with the 120-round magazine or you will be reloading most of the time instead of firing.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
22	20	9	6	Chapter 4

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	1	-1	1	0
Barrel	3	0	1	0
Muzzle	0	0	1	0
Cartridge	3	-1	0	1

M4

Cost: \$10,000

Ammo: 5.56x45mm

Rate of Fire: 700-950 rounds per minute



The M4 has about the same stats at the G36C, though with a greater rate of fire. While it is not a great choice to buy, enemies in the middle levels like to carry it, so just pick up the M4 after killing enemies and use it as a temporary weapon. If you do choose to buy it, be sure to upgrade the barrel right away so you can cause more damage.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
22	20	10	6	Chapter 2

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	2	-1	3	0
Barrel	1	-1	3	0
Muzzle	0	0	1	0
Cartridge	-1	1	0	0

M 416

Cost: \$32,000

Ammo: 5.56x45mm

Rate of Fire: 850 rounds per minute



This assault rifle is a great choice. You can purchase it at the start of the fourth level. However, if you choose the negative co-op morality decision and kill the security guard in the South African consulate (Co-op Choice #2), you can get it in the second chapter. The M 416 is great the way it comes but can be improved by upgrading the barrel. Consider putting a scope on this rifle to give you greater accuracy against targets at longer ranges.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
22	20	10	7	Co-op Choice #2 or Chapter 4

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	3	-2	4	0
Barrel	2	-1	2	1
Muzzle	0	0	1	0
Cartridge	1	0	0	1

QBZ-03

Cost: \$12,000

Ammo: 5.56x45mm

Rate of Fire: 700 rounds per minute



The QBZ-03 is a decent weapon and is available at the campaign's start. However, it is not really worth the cost for what you get. It is better to go with the cheaper AK-47. If you do purchase this weapon, upgrade the barrel so you can inflict more damage.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
22	20	10	6	Chapter 1

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	1	-1	2	0
Barrel	1	-1	2	1
Muzzle	2	0	1	0
Cartridge	2	0	0	1

SCAR-L

Cost: \$21,000

Ammo: 5.56x45mm

Rate of Fire: 625 rounds per minute



The SCAR-L is the most accurate of all the assault rifles. In fact, with a scope, you can hit enemies at quite a distance and still use automatic fire. The downside of this assault rifle is its low damage output—the lowest of the assault rifles. However, with its precision, you can go for headshots. The SCAR-L is a great choice for a flanker, since it has fairly low Aggro for an assault rifle; because the enemy is focusing on the high-Aggro partner, the flanker with this weapon can take his time for good shots. This weapon is favored by elite soldiers, so look for these rifles lying around after a firefight.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
22	20	11	5	Chapter 3

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	0	-2	4	0
Barrel	0	-2	3	1
Muzzle	0	0	1	0
Cartridge	0	0	0	1

UPGRADE PARTS FOR ASSAULT RIFLES







While you can swap out parts from those assault rifles you own, there are also more parts available. Some can be found while searching through the levels while others unlock as you advance through the game.

BARRELS






NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
G14 Thunderstrike		N/A	3	-3	4	1	Supply Crate #1
K23 Assault Barrel		\$3,000	3	-2	3	1	Chapter 1
Trueshot MK.1		N/A	4	-3	4	2	Weapon Part #12
SC-3 Triton		\$12,500	0	-1	2	1	Chapter 4
SC-4 Tityos		\$9,500	1	-4	4	2	Chapter 4
G36 Condemner		\$7,500	1	-1	3	1	Chapter 4
Prykhodko DV90		\$3,500	1	2	0	1	Chapter 1
VLOCZ MK.3		\$6,500	4	-3	2	2	Chapter 4
FELIN BT77		\$4,500	0	1	2	0	Chapter 4
RWS Hotsaw V4		\$12,000	4	-2	3	2	Chapter 4

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STOCKS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
M249 Charger		\$6,500	0	1	0	0	Chapter 4
G78 Stock MK.2		\$12,000	0	-3	3	0	Chapter 4
ALV-FLEX 228		\$8,500	0	0	2	0	Chapter 1
HL Reflex Core		N/A	3	-3	5	0	Weapon Part #10
AE9 Star Tactical		\$4,500	1	-1	3	0	Chapter 1
Trueshot RF9		\$11,000	2	-3	4	0	Chapter 4
Ruslan MK.3		\$1,500	0	2	1	0	Chapter 1
Rusty Stock		\$35	0	2	0	0	Weapon Part #2 or Chapter 4



CARTRIDGES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
50-Round Mag		\$8,500	1	-1	-1	1	Chapter 1
70-Round Drum		\$14,000	2	-2	-2	1	Chapter 4
100 Round D-Drum		\$25,000	4	-3	-2	1	Chapter 4
40-Round S-Mag		\$6,500	1	0	2	1	Chapter 4
120-Round Belt Box		\$14,000	4	-2	-1	1	Chapter 4






FRONT MOUNTS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
Tactical Grip		\$500	1	1	2	0	Chapter 1
E40 Vertgrip		\$750	1	2	1	0	Chapter 1
Slanted G5 Grip		N/A	2	0	3	0	Weapon Part #1
Vertical IG Grip		\$1,500	1	3	0	0	Chapter 4
870 MCS Master Key		\$8,500	1	-1	-1	0	Chapter 2
M203 40mm GL		\$25,000	2	-2	-2	0	Chapter 4
Pipe Launcher 40mm		N/A	2	-3	-2	0	Weapon Part #8
U34 Combat Shield		\$18,500	2	-1	-2	0	Chapter 4
TG-400 Shield		N/A	2	0	-3	0	Weapon Part #11
Aegis Guardian V2		\$12,500	2	-1	-2	0	Chapter 4

FRONT MOUNTS (CONTINUED)

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
Custom Shield		N/A	1	-1	-4	0	Weapon Part #3
Metal Plate		\$1,500	1	-2	-3	0	Chapter 2

SUPPRESSORS/MUZZLE ATTACHMENTS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
R1 Muzzle Reducer		\$2,500	0	1	1	0	Chapter 1
E2 Muzzle Enhancer		N/A	2	-1	2	0	Weapon Part #6
E3 Muzzle Enhancer		\$4,500	3	-1	2	0	Chapter 1
H12 Bayonet		\$500	0	-1	-1	0	Chapter 2
V17 Bayonet		N/A	2	-1	-1	0	Co-op Choice #3
KO3 Bayonet		\$750	3	-2	0	0	Chapter 2
Screwdriver		\$15	0	-2	-1	0	Chapter 2
Kitchen Knife		\$25	1	-1	-2	0	Weapon Part #13
L11 Death Whisper		\$4,000	0	0	-2	0	Chapter 2
AC6 Night-Ops		\$4,500	0	-1	-1	0	Chapter 2
TLB Shadow		\$5,000	0	-2	0	0	Chapter 2
DSS Silent Strike		\$5,500	0	0	-2	0	Chapter 4
D-OPS V244		\$6,500	0	-3	1	0	Chapter 4
Soda Can Silencer		\$15	0	-3	-2	0	Weapon Part #4 or Chapter 4
Double Can Silencer		\$10	0	-2	-2	0	Chapter 2

SCOPES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
KF-D Scope (1.5X)		\$5,000	1	0	1	0	Chapter 3
MG36 Scope (2X)		N/A	2	-1	1	0	Civilian #15
MT-20 Attack Scope (3X)		\$8,500	3	-2	2	0	Chapter 4
ZT Reflex Sight (1X)		\$3,500	1	0	1	0	Chapter 3
Red Dot (1X)		\$5,500	1	-1	2	0	Chapter 3
Red Dot (2X)		\$7,500	2	-2	3	0	Chapter 4
Red Dot (3X)		N/A	4	-2	4	0	Weapon Part #14

SUBMACHINE GUNS

Submachine guns are typically smaller than assault rifles, have high rates of fire, and fire pistol-caliber rounds. They typically have lower Aggro ratings and cause less damage. However, their low Aggro makes them a great choice for the flanking partner who wants to sneak around and shoot without building up Aggro. Put a silencer on a submachine gun and you can fire away without the enemy even paying attention to you.

MP5

Cost: \$15,000

Ammo: 9x19mm

Rate of Fire: 800 rounds per minute

The MP5 is available after you finish the first level. It causes more damage than the submachine gun with which you begin the campaign. While it is probably better to go with an assault rifle, if you are playing the stealthy flanker, upgrade this weapon with a suppressor and a 50-round magazine and you can get some good kills without being noticed.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
19	20	13	5	Chapter 2

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	1	1	0	0
Barrel	-1	2	-1	0
Muzzle	-2	0	0	0
Cartridge	1	-1	0	0

P90

Cost: \$12,500

Ammo: 5.7x28mm

Rate of Fire: 900 rounds per minute

The P90 is a great submachine gun. The stock, barrel, and cartridge are all integrated into the gun, so those features can't be customized. However, add a suppressor and a scope and you have a super weapon that is perfect for the flanker. Though the damage is not as high as an assault rifle, the P90's high rate of fire more than makes up for this.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
19	20	15	6	Civilian #4 or Chapter 3

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Muzzle	-1	0	1	0

TD-V 0.45

Cost: \$35,000

Ammo: 0.45 ACP

Rate of Fire: 1,000 rounds per minute

This is the best submachine gun. Since it fires a .45 caliber round, it is almost as deadly as some assault rifles. In addition, it has a high rate of fire. Purchase this as soon as you can if you are a flanker. Be sure to customize it with a good suppressor and a 50-round clip, since the default 25-round clip will leave you reloading more than you should during an intense firefight.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
22	20	12	8	Chapter 5

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	-1	0	2	0
Barrel	2	1	0	1
Muzzle	2	0	0	0
Cartridge	1	0	0	1
Grip	1	0	1	0

TYPE 05

Cost: Owned at the start

Ammo: 5.8x21mm

Rate of Fire: 400 rounds per minute

The Type 05 is the submachine gun you have at the start of the campaign. Since its damage is so low, you are better off just sticking with an assault rifle and waiting until you can pick up an MP5 after the first level. Since the stock is molded into the gun, it can't be upgraded.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
19	20	15	3	Chapter 1



STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	0	2	1	0
Barrel	1	1	1	0
Muzzle	-1	0	1	0
Cartridge	0	1	0	0






UPGRADE PARTS FOR SUBMACHINE GUNS

Here are all the stats for parts you can use to upgrade your submachine guns. Some can be found while searching through the levels while others unlock as you advance through the campaign.

BARRELS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
V7 Barrel		\$4,500	1	-1	2	0	Chapter 1
V22 Stormcrow		\$9,000	3	-3	3	1	Chapter 4



STOCKS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
AE6 Star Tactica		\$6,000	3	-1	3	0	Chapter 4
M2 Light Stock		\$8,500	2	3	0	0	Chapter 4
ALV-FLEX 228		\$8,500	0	0	2	0	Chapter 1
AE9 Star Tactica		\$4,500	1	-1	3	0	Chapter 1
Rusty Stock		\$35	0	2	0	0	Weapon Part #2 or Chapter 4







CARTRIDGES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
TD-V 50-Round Mag		\$14,500	3	-1	-2	1	Chapter 4



FRONT MOUNTS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
Tactical Grip		\$500	1	1	2	0	Chapter 1
E40 Vertgrip		\$750	1	2	1	0	Chapter 1
Slanted G5 Grip		N/A	2	0	3	0	Weapon Part #1
Vertical IG Grip		\$1,500	1	3	0	0	Chapter 4

SUPPRESSORS/MUZZLE ATTACHMENTS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
E2 Muzzle Enhancer		N/A	2	-1	2	0	Weapon Part #6
AC6 Night-Ops		\$4,500	0	-1	-1	0	Chapter 2
TLB Shadow		\$5,000	0	-2	0	0	Chapter 2
Soda Can Silencer		\$15	0	-3	-2	0	Weapon Part #4 or Chapter 4
X12 Silent Storm		\$5,500	0	0	-1	0	Chapter 2
D56 Suppressor		N/A	0	0	-2	0	Civilian #18

SCOPES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
ZT Reflex Sight (1X)		\$3,500	1	0	1	0	Chapter 3
Red Dot (1X)		\$5,500	1	-1	2	0	Chapter 3

SHOTGUNS

Shotguns are another type of primary weapon. They can be very powerful at close range, and some are effective at medium range as well. However, you can't carry as many rounds with a shotgun as you can with an assault rifle. One or two shots will usually take down most enemies. Shotguns are also very effective at eliminating heavies, since you get so much damage with each hit.

AA-12

Cost: \$50,000

Ammo: Shell

Rate of Fire: 300 rounds per minute



The AA-12 is an automatic shotgun. While not as effective at medium range as other shotguns, this one puts out a wall of lead and lays waste to any enemies at close range. This is great for a flanker, who can get in close and open fire. But keep an eye on the Aggro meter—after a few shots from this bad boy, it won't be long until all the enemies turn in your direction.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
28	12	11	12	Chapter 4

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	3	-3	2	0
Barrel	0	1	1	0
Cartridge	-1	1	0	0

FSB SHOTGUN

Cost: \$15,500

Ammo: Shell

Rate of Fire: Pump



This is a great shotgun. Since it only has a pistol grip and no stock to begin with, upgrade it with a stock to increase the precision. This shotgun really packs a punch and will drop enemies at close and medium ranges. Consider equipping this one when clearing small rooms or other confined spaces.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
25	12	10	10	Chapter 3

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	-2	2	-2	0
Barrel	1	1	1	1
Cartridge	0	0	0	0

HM SHOTGUN

Cost: N/A

Ammo: Shell

Rate of Fire: Semi-automatic



You can obtain this shotgun only if you kill the security guard during the co-op choice in the South African consulate, on the second level. The HM Shotgun does not cause as much damage as the other shotguns, so it is often better to forgo the negative hit to your Morality and stick with another shotgun.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
26	12	11	9	Co-op Choice #2

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	1	-2	1	0
Barrel	2	-1	2	1
Muzzle	-1	-1	1	0
Cartridge	2	0	0	1

R 870

Cost: \$2,100

Ammo: Shell

Rate of Fire: Pump



You can purchase this shotgun right from the start—and it's worth every penny. This weapon is very effective and is great for the first couple levels. If you want to try out a shotgun, buy it and start using it right from the start. The R 870 is great for short- and medium-range combat. Try adding a muzzle to increase its precision. The barrel of this weapon is one of the best, so you might want to purchase this shotgun and use the barrel on other shotguns. This is the same model of shotgun carried by the Shotgunner heavy soldiers.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
25	12	12	9	Chapter 1




STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	3	-4	3	0
Barrel	1	-2	3	2






UPGRADE PARTS FOR SHOTGUNS

Get more out of your shotgun with these parts. Some can be found while searching through the levels while others unlock as you advance through the game. Scopes cannot be added to shotguns.


BARRELS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
X-22 Black-M		\$11,000	0	2	1	1	Chapter 4
DD7 Assault MK.3		\$3,500	3	-3	2	2	Chapter 1
7337 Defender		N/A	0	3	0	0	Weapon Part #9

STOCKS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
T3 Guardian		\$4,000	2	1	2	0	Chapter 1
J37 Defender MK.4		N/A	2	-4	5	0	Weapon Part #15
HN-H Tactical		\$7,500	0	-2	3	0	Chapter 4
L12 Assault Stock		\$5,000	0	1	2	0	Chapter 4
HL Reflex Core		N/A	3	-3	5	0	Weapon Part #10

CARTRIDGES


NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
AA-12 20-Round Mag		\$25,000	3	-1	-2	0	Chapter 4

FRONT MOUNTS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
Tactical Grip		\$500	1	1	2	0	Chapter 1
E40 Vertgrip		\$750	1	2	1	0	Chapter 1
Slanted G5 Grip		N/A	2	0	3	0	Weapon Part #1
U34 Combat Shield		\$18,500	2	-1	-2	0	Chapter 4
TG-400 Shield		N/A	2	0	-3	0	Weapon Part #11
Aegis Guardian V2		\$12,500	2	-1	-2	0	Chapter 4
Custom Shield		N/A	1	-1	-4	0	Weapon Part #3
Metal Plate		\$1,500	1	-2	-3	0	Chapter 2

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SUPPRESSORS/MUZZLE ATTACHMENTS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
Z1 Muzzle Reducer		N/A	0	2	1	0	Weapon Part #5
V600 Muzzle Enhancer		\$3,000	2	-1	2	0	Chapter 2
Shotgun Bayonet		\$1,500	2	-2	-2	0	Chapter 2
L6 Shotgun Silencer		\$6,000	0	2	-2	0	Chapter 4

PISTOLS

There are only three pistols to choose from for your secondary weapon. However, all three are very different, with some unique characteristics. Pistols are automatically equipped when grabbing a shield, performing a Quick Draw, or when you're injured, so put some thought into your choice.

DE-0.44

Cost: \$13,500

Ammo: 0.44 Cal

Rate of Fire: Semi-automatic

This is the most powerful pistol you can acquire, with damage output rivaling some of the best assault rifles. It takes only one hit from this pistol to down most mercs, making it great for Quick Draw situations when you need to quickly take out multiple enemies. You can acquire the DE-0.44 for free by saving the female civilian (Civilian #10) in the alley outside the zoo. Otherwise you'll have to wait until Chapter 4 before you can buy this hand cannon.



WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
23	20	10	7	Civilian #10 or Chapter 4

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Cartridge	0	0	0	0

G18C

Cost: N/A

Ammo: 9x19mm

Rate of Fire: 1,100-1,200 rounds per minute

This is one of the more elusive weapons to acquire, but it's well worth the effort. In Chapter 4, Dr. Wu will unlock the hospital's weapon cabinet if you've made positive Morality decisions in all the previous co-op choices; the G18C is your reward for your good deeds. It may look like a standard pistol, but this weapon fires automatically, much like a submachine gun. Go easy on the trigger and consider buying the G18 33-Round Mag to compensate for the weapon's blazing rate of fire.



WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
20	15	8	6	Chapter 4 (Dr. Wu's Reward)

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Cartridge	0	0	0	0

TYPE 77

Cost: Owned at the start

Ammo: 9x19mm

Rate of Fire: Semi-automatic

This is the secondary weapon you start with at the beginning of the campaign, and it isn't a bad choice. Although its damage output is pathetic, it's still lethal when scoring headshots. Attach a silencer and flank your enemies while your buddy draws Aggro. However, the rounds will not penetrate the helmets of officers and elites, so it's most effective against grunts.



WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
15	24	14	2	Chapter 1


STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Cartridge	0	0	0	0






UPGRADE PARTS FOR PISTOLS

The suppressors make up the bulk of the parts available for the pistols. Barrels, stocks, front mounts, and scopes cannot be added to these weapons.

CARTRIDGES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
G18 33-Round Mag		\$8,500	2	-2	-2	0	Chapter 4

SUPPRESSORS/MUZZLE ATTACHMENTS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
SV5 Muzzle Reducer		\$1,500	0	0	1	0	Chapter 2
K16 Muzzle Enhancer		\$2,500	3	-1	1	0	Chapter 2
Barracuda V300		\$3,500	0	-3	-1	0	Chapter 2
Soda Can Silencer		\$15	0	-3	-2	0	Weapon Part #4 or Chapter 4
Double Can Silencer		\$10	0	-2	-2	0	Chapter 2

SNIPER RIFLES

Sniper rifles are an important part of your arsenal and are the main type of special weapon you carry during combat. Though you do not carry a lot of ammunition for sniper rifles, these weapons let you engage enemies at long and extreme ranges. Use them against threats that require accuracy.

M107 .50 CAL

Cost: N/A

Ammo: .50 Cal

Rate of Fire: Semi-automatic



This weapon can only be obtained during the Hospital level if you tell the young boy to pick it up. This rifle can be worth the negative consequences in Morality, since it causes a lot of damage with its large-caliber round. If you like using the sniper rifle, consider getting this weapon.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
25	12	8	12	Co-op Choice #4

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Barrel	0	0	0	0
Muzzle	-3	-2	1	0
Cartridge	0	0	0	0
Scope	3	-3	1	0

M110 KAC

Cost: \$9,500

Ammo: 7.62x51mmR

Rate of Fire: Semi-automatic



This sniper rifle is one of the best you can get early in the game. It becomes available after completing the first level. Purchase it as soon as you can. The combination of damage and precision makes this a great weapon for all your long-range needs.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
25	16	11	8	Chapter 2

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	-1	-1	3	0
Barrel	2	-3	1	0
Muzzle	-3	-1	0	0
Cartridge	-1	0	0	1
Scope	0	-1	1	0

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S8-Z GRAND FINGER

Cost: \$450,000

Ammo: Special

Rate of Fire: Semi-automatic

This sniper rifle was designed by Uberblargh, another website contest winner. Though it is extremely expensive, once you get enough money, you will want to buy and try out this weapon. The damage is greater than the M107, and when you make a headshot, this sniper rifle will decapitate your target. Try shooting it when you have two enemies lined up, one behind the other. These rounds will go right through the first and will kill the second. If that's not enough, the rifle is also equipped with an underbarrel grenade launcher. You can't customize the S8-Z, but really, why would you? It's pure long-range perfection!

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
25	18	12	13	Chapter 1



THIS SNIPER RIFLE'S PARTS CAN'T BE USED ON OTHER WEAPONS.

SVD

Cost: Owned at the start

Ammo: 7.62x52mmR

Rate of Fire: Semi-automatic

The SVD is your starting sniper rifle. It is sufficient for the first few levels. However, if you will be sniping during engagements, it is a good idea to upgrade to a more powerful and accurate sniper rifle. This can be cheaper in the long run than upgrading the SVD. The SVD is a bit underpowered, lacking the penetration to punch through helmets.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
25	16	10	8	Chapter 1

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	1	0	2	0
Barrel	1	-2	0	1
Muzzle	1	-2	0	0
Cartridge	2	-1	0	0
Scope	2	-2	1	0

VSS

Cost: \$17,500

Ammo: 9x39mm

Rate of Fire: Semi-automatic

This sniper rifle has a built-in suppressor, making it a very stealthy long-range weapon. As a result, you can't upgrade the suppressor or muzzle. The trade-off for stealth is low damage and precision. However, this can be a good sniper rifle for a flanker who wants to take the long shots without raising Aggro in the process.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
25	16	10	7	Chapter 3

STATS FOR WEAPON PARTS






PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	-1	1	1	0
Barrel	-8	1	-1	0
Cartridge	-1	1	0	-1
Scope	1	0	0	0



UPGRADE PARTS FOR SNIPER RIFLES

Upgrade your sniper rifles to increase their damage and accuracy with these parts. Some can be found while searching through the levels while others unlock as you advance through the campaign. Sniper rifles cannot be fitted with front mounts.

BARRELS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
L13 Night-Ops Barrel		\$5,500	0	2	-2	0	Chapter 4
Chepznaž Redstar		N/A	3	-3	0	2	Weapon Part #7
S-L42 Charon		\$7,500	0	-4	3	-1	Chapter 4
MM22 Barrel		\$9,000	0	2	0	0	Chapter 4
K-12 Longshot MK. 1		\$15,500	2	-2	-1	2	Chapter 4

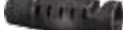



STOCKS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
G62 Hardback		\$4,000	1	2	1	0	Chapter 1
RMS Jericho V6		\$9,000	3	-3	4	0	Chapter 4
FR Elite Model 3		N/A	4	-5	5	0	Co-op Choice #3

CARTRIDGES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
M110 8-Round Mag		\$3,500	1	-1	-1	1	Chapter 4
M107 8-Round Mag		\$8,000	2	-1	-2	0	Chapter 4

SUPPRESSORS/MUZZLE ATTACHMENTS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
SMR1 Muzzle Reducer		\$2,000	0	1	0	0	Chapter 2
SM12 Muzzle Reducer		\$3,500	0	0	1	0	Chapter 2
L17 Silencer		\$5,000	0	-1	-1	0	Chapter 2
Spec-Ops L2 Stinger		\$6,500	0	0	-2	0	Chapter 4

SCOPES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
XOP Tactical Scope (5X)		\$6,000	3	-2	1	0	Chapter 4
Delta PGG (6X)		N/A	2	-3	2	0	Supply Crate #3
EA-M Browne Scope		\$12,000	3	-4	2	0	Chapter 4

LAUNCHERS

If you'd rather watch your targets explode, the launchers are the special weapon for you. These high-damage, high-Aggro weapons are absolutely devastating, capable of eliminating multiple enemies with one shot. They're most effective at taking out mounted guns or exacting revenge on pesky snipers.

MK GRENADE LAUNCHER

Cost: \$75,000

Ammo: 9x39mm

Rate of Fire: Semi-automatic



The MK Grenade Launcher isn't available until later in the campaign, but it's well worth the wait. You can get one for free by saving Civilian #19 in the construction yard outside the mall in Chapter 5. If you miss that opportunity, you can buy one at the start of Chapter 6. Firing a grenade is much like throwing one, with the same red arc appearing that shows the path of the round. However, you can fire a new grenade with each press of the trigger, saturating an area with a devastating barrage of shrapnel. If the standard six-round drum isn't enough ammo, upgrade to the ten-round drum. This is the same weapon used by the Grenadier heavy soldier, so be sure to grab this powerful weapon after taking out one of these guys.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
45	24	18	15	Civilian #19 or Chapter 6

STATS FOR WEAPON PARTS

PART	AGGRO	HANDLING	PRECISION	DAMAGE
Stock	0	0	0	0
Front Mount	1	2	0	0
Cartridge	0	0	0	0

RPG

Cost: \$18,000

Ammo: 7.62x52mm

Rate of Fire: Single-shot



The RPG isn't the most glamorous weapon, but it gets the job done. These rocket launchers are carried by some of the low-ranking mercs throughout the campaign, making them rather plentiful in the city. But they're not incredibly expensive if you want to buy one of your own. The RPG is fitted with a scope, offering decent magnification of the target. However, even with the scope, the rocket's trajectory is rather unpredictable; therefore, it's best deployed against large targets at intermediate range. When engaging infantry, always aim for their feet to make the most of the weapon's splash damage.

WEAPON STATS

AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
45	16	20	15	Chapter 3



NONE OF THE RPG PARTS CAN BE REMOVED AND ATTACHED TO OTHER WEAPONS.

UPGRADE PARTS FOR LAUNCHERS

Upgrade options for the RPG are limited, but the MK Grenade Launcher can be improved with a new stock, cartridge, and a variety of front mounts, including protective shields. Here's a complete list of you customization options. New scopes and barrels cannot be applied to launchers.

STOCKS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
MK Model-23		\$15,000	0	2	2	0	Chapter 4

CARTRIDGES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
MK 10-Round Drum		\$23,500	5	-2	-2	0	Chapter 4

FRONT MOUNTS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
Tactical Grip		\$500	1	1	2	0	Chapter 1
E40 Vertgrip		\$750	1	2	1	0	Chapter 1
Vertical IG Grip		\$1,500	1	3	0	0	Chapter 4
U34 Combat Shield		\$18,500	2	-1	-2	0	Chapter 4
TG-400 Shield		N/A	2	0	-3	0	Weapon Part #11
Aegis Guardian V2		\$12,500	2	-1	-2	0	Chapter 4
Custom Shield		N/A	1	-1	-4	0	Weapon Part #3
Metal Plate		\$1,500	1	-2	-3	0	Chapter 2
870 MCS Master Key		\$8,500	1	-1	-1	0	Chapter 2



FOR A LIST OF ALL WEAPON STYLES, INCLUDING THEIR COSTS AND UNLOCK CRITERIA, REFERENCE THE APPENDIX AT THE BACK OF THE GUIDE.

HEAVY WEAPONS

The weapons carried by the heavy soldiers can be grabbed and used as a temporary weapon. The Shotgunner's R 870 and Grenadier's MK Grenade Launcher are identical to the weapons you can purchase. However, the Gatling and Flamethrower are only available from the heavies—after you kill them.

GATLING

This massive weapon utilizes multiple rotating barrels powered by a small electric motor, capable of spitting out a massive amount of lead in a matter of seconds. Due to the Gatling's size, your movement is slowed when carrying this heavy weapon, so make sure you're near (or behind) cover before opening fire. There's a slight delay when firing this weapon, too, requiring you to wait a couple of seconds before the barrels begin rotating. Fired from the hip, this weapon is wildly inaccurate, but it makes up for this in volume of fire. This is not a precision weapon, so use it to draw Aggro while your buddy flanks.



FLAMETHROWER

Despite its fearsome appearance, the Flamethrower can be a difficult weapon to use in a firefight due to its limited range—you need to get up really close to hit anything. Therefore, it's best deployed during flanking maneuvers. Have your teammate draw Aggro while you sneak up behind your enemies to roast them at point-blank range. Once set ablaze, an enemy is no longer a threat, even if they remain standing for several seconds; therefore, save your fuel and engage the next target. The Flamethrower is a very high-Aggro weapon, so keep an eye on the Aggro meter and find some cover if the enemies turn in your direction.



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EXTRAS

Running low on ammo and grenades? Maybe you should invest in some of these extra options to help increase the amount of ammo and grenades you can carry. This is helpful in co-op games when you have to split ammo drops with your friend. Drawing Aggro can chew up ammo fast, too, so it's always a good idea to maximize your ammo stores. If you have more money than you know what to do with, you can even upgrade your grenades with diamonds. Now that's some serious bling!

NAME	COST	AVAILABILITY	DESCRIPTION
Third Grenade Slot	\$15,000	Chapter 1	Increases grenade capacity to three
10 Percent Extra Primary Ammo	\$20,000	Chapter 1	Increases primary weapon's ammo count by 10 percent
Diamond-Encrusted Grenades	\$100,000	Chapter 1	Diamond-covered grenades perform identically to standard frag grenades—they're just extra sparkly!
Fourth Grenade Slot	\$30,000	Own third grenade slot	Increases grenade capacity to four
20 Percent Extra Primary Ammo	\$30,000	Own 10 percent extra primary ammo	Increases primary weapon's ammo count by 20 percent



CUSTOM MASK AND ARMOR CREATOR

By Spenser Norrish, www.armyoftwo.com

The *Army of Two: The 40th Day* Custom Mask and Armor Creator is an online, browser-based art tool that lets you create your own unique mask and armor designs that can be worn in-game. It is simple enough that anyone can easily create quick designs, but it is powerful enough to create highly unique and complex designs. The possibilities are endless, and we can't wait to see what you come up with!

SHAPES

Shapes are the basic building blocks of your design and include common military emblems, skulls, lightning, and many other objects. There are also basic geometric shapes like squares, lines, and circles. All of these can be combined and modified to create your designs. With enough practice and a little skill, you can combine and modify these shapes to create just about anything.

TEXTURE OUTLINES

Armor and mask outlines make it easy to create designs that fit within the dimensions of the in-game armor or mask. The in-game mask and armor are not square like the canvas on which you must create your designs, so this outline makes it easy to create designs that won't be cropped accidentally.

TEXT AND EMBLEMS

In addition to shapes, you can also use text and emblems in your designs. There are many different fonts to choose from, and you can change the color with ease. Emblems are user-created designs that can be edited and incorporated into other designs. For example, you could create a team logo and share it with your friends as an emblem so they can incorporate it into their own designs. You can also browse a gallery of emblems that have been shared by other users and incorporate them into your own designs.

BACKGROUND

The background color and the opacity of your design can easily be changed as well. There is a default metal texture on the mask and armor that your design lays over. You can cover it with a background or incorporate it into your design.

ZOOM

It is possible to create very complex designs with many small details. The zoom feature makes it easier to make tiny changes.

FILE SIZE

The more elements that you add to your design, the larger the file size becomes. The limit is very generous, but in case your design is incredibly complex, this lets you see when you are approaching the file size limit.

TOOLBAR

Basic tools for moving and modifying the elements of your design are provided. Additionally, all of the components of your design are layered so that a shape that is on the top will obscure one that is on the bottom. You can easily modify the layering of your shapes with these tools.

UNDO/REDO

Undo/redo functionality is provided so that you can fix mistakes. You can also save your design at any time and preview it on actual in-game models.

CANVAS

The canvas is where you create your design! You can place shapes, text, and emblems here and modify them at will.



You can preview your design on the in-game models at any time. This preview shows a simple design that we created in just a few minutes.

We think it's important that you be able to share your designs and see what other people have created! After you've created a design, you can publish it in a public gallery or share it specifically with your friends. From the gallery, you can comment, vote, download, and share the submitted designs. You can also easily preview them on in-game models and send them to your own game for use.



OPPOSING FORCES

As Rios and Salem fight their way through Shanghai, they have to go up against a variety of hostile mercenaries. It's unclear who these guys are working for or why they're attacking Shanghai. But one thing is clear—they'll stop at nothing to fulfill their objectives and collect their payment. There are several different types of mercs, each with their own strengths and weaknesses. It's important to be able to quickly recognize each of the various types of enemies so you can prioritize targets and engage effectively.

SOLDIERS (AKA GRUNTS)

Soldiers are the most common enemy you face. Soldiers are easily distinguishable, since they wear either a balaclava or some other type of mask. They may also wear a hat, but not a helmet. These enemies are also easily identified by their low rank, represented by a single chevron icon above their head when viewed through the GPS interface. Soldiers are often armed with standard weapons, including the G36C, the M4, and the SCAR-L. In some areas, they may carry only a pistol. When faced with several different types of enemies, the soldier is lowest in your priority of threats, since their weapons are usually less dangerous than those carried by other enemies.

Unlike the other mercenaries you face, soldiers wear the least amount of body armor and usually only on their torsos. Since they do not wear helmets, you can usually take out a soldier with a single hit to the head. This is a very effective tactic when you are trying to maintain stealth and keep your Aggro low.



SINCE THERE ARE OFTEN MANY SOLDIERS IN EACH OF THE LEVELS, THE WEAPONS THEY DROP AFTER YOU KILL THEM CAN BE USED TO SUPPLEMENT YOUR PERSONAL ARSENAL. PICK UP ONE OF THEIR ASSAULT RIFLES; ONCE YOU HAVE IT, PICKING UP MORE OF THE SAME WEAPON WILL ADD MORE AMMO TO YOUR SUPPLY FOR THIS TEMPORARY WEAPON.



SOME SOLDIERS CARRY RPGS. THIS WEAPON MAKES THESE SOLDIERS VERY DANGEROUS, SO TARGET THEM WHENEVER ONE IS AROUND. SINCE THEY ARE LIGHTLY PROTECTED, YOU CAN KILL THEM FAIRLY EASILY. THEN, IF POSSIBLE, TRY TO PICK UP THE RPG AND USE IT TO TAKE OUT GROUPS OF ENEMIES OR MOUNTED GUNS.

OFFICERS

Officers are one level above soldiers. They wear a heavy helmet and more body armor, and they often carry the same weapons as the soldiers they are leading. When looking through the GPS view, officers are designated by two chevrons as compared to the single chevron for soldiers. When taking hostages, you always want to grab the highest-ranking enemy, who will force the other enemies of equal or lower rank to surrender.

Officers are a bit tougher to kill than soldiers. Since their heads are protected by a helmet, unless you are using a high-power sniper rifle, you will usually have to get two or more hits for a kill with a headshot. When dividing up targets with your co-op human partner, it is a good idea to count officers as two enemies, since they take a bit longer to kill. For example, if you face an officer and two soldiers, have one of you take out the officer and the other focus on the two soldiers.



EVEN AFTER AN OFFICER GOES DOWN, HE MAY NOT BE DEAD. THEIR BODY ARMOR ALLOWS THEM TO TAKE A LOT OF DAMAGE. KEEP AN EYE ON OFFICERS USING THE GPS VIEW SO YOU CAN SEE THEM EVEN IF THEY DROP BEHIND COVER. WOUNDED OFFICERS WILL FALL TO THE GROUND AND THEN TRY TO CRAWL BEHIND COVER. THEN WHEN YOU RUSH FORWARD THINKING THE AREA IS CLEAR, THEY WILL FIRE AT YOU WITH THEIR PISTOL. INJURED OFFICERS MAY ALSO SHOOT ANY NEARBY HOSTAGES.



SOME OFFICERS ARE ARMED WITH SHOTGUNS INSTEAD OF ASSAULT RIFLES. THE SHOTGUN OFFICERS ARE DANGEROUS AT CLOSE RANGE AND WILL TRY TO CHARGE YOU. KILL THEM BEFORE THEY GET TOO CLOSE AND INFLICT HEAVY DAMAGE.



PRIMA OFFICIAL GAME GUIDE

ELITE SOLDIERS

Elite soldiers are officers with some extra protection. They all wear tactical helmets and body armor, and as a result are tougher to kill. When trying to make a kill with a headshot without a sniper rifle, be ready to fire several times. The first shot or two will usually only knock the elite's helmet off his head. Then you need to fire again for the kill. Elites can also take a lot more damage to their torso due to their body armor. Therefore, fire a few bursts of automatic fire at an elite to guarantee a kill.

Elites can carry different types of weapons. In addition to the standard assault rifles the soldiers are carrying in a particular level, some elites may be armed with a sniper rifle. The sniper elite will fire at you from long range. Watch for smoke trails from sniper's rifles to help you identify when a sniper is in the area and take them out as quickly as possible.



ELITES ARE THE SAME RANK AS OFFICERS AND APPEAR IN THE GPS VIEW WITH TWO CHEVRONS. GRAB ELITES WHEN TAKING HOSTAGES TO ENSURE THAT THE OTHER ENEMIES SURRENDER.



WHEN SCOUTING OUT A SITUATION BEFORE AN ENGAGEMENT, LOOK SPECIFICALLY FOR ELITES. THEY WILL USUALLY STAY BACK AND ATTACK FROM A DISTANCE. HOWEVER, THEY ARE GOOD SHOTS AND CAN CAUSE MORE DAMAGE THAN SOLDIERS OR OFFICERS, SO TRY TO ELIMINATE THEM QUICKLY-ESPECIALLY IF THEY ARE ARMED WITH A SNIPER RIFLE.



THE SHOTGUNNER

Some mercenaries are very tough to kill and are extremely dangerous. These are heavy soldiers (often referred to as *heavies*). When you come up against one, you must make every effort to kill him as quickly as possible. The first heavy soldier you run into is the Shotgunner. This heavy is armed with an 870 Shotgun. He is also protected by lots of heavy body armor. The Shotgunner will advance quickly toward you to get in close, where his shotgun is deadly.

The Shotgunner's armor will take a lot of damage. In fact, he can take so much that he will usually get in close enough to kill you before you can bring him down. Therefore, the best tactic for dealing with the Shotgunner is to aim for his head—this is his weak spot. A few hits will knock off his helmet and leave his head exposed. Fire a few more times and you will bring down this big, bad bruiser. While this may sound simple, it is tough, since Shotgunners are constantly moving. Use an assault rifle to bring down this heavy before he can get in close.



SINCE YOU NEED A HEADSHOT TO KILL A SHOTGUNNER, YOU MIGHT BE TEMPTED TO USE YOUR SNIPER RIFLE TO TAKE ON THIS ENEMY. THIS IS NOT A GOOD IDEA IN MOST CASES. BECAUSE HE CHARGES YOU AND CAN USUALLY GET IN CLOSE BEFORE YOU CAN GET OFF A COUPLE GOOD SHOTS.



DON'T TRY TO TAKE OUT A HEAVY SOLDIER WITH A MELEE ATTACK-YOU'LL ONLY PISS THEM OFF. THIS IS ONE FIGHT YOU WILL NOT WIN.

THE GATLING

The Gatling heavy soldier is very dangerous. When you see him coming, quickly take cover behind something sturdy. Stay away from parked cars, since this heavy's Gatling gun will turn your cover into a bomb that blows up in your face. Unlike the Shotgunner, the Gatling moves much slower and gives you some time to use Aggro and stealth to defeat him.

The Gatling's weak spot is the red bag strapped to his back. Have your teammate stay behind cover and build up Aggro. The Gatling will move slowly toward this person, allowing you to sneak in behind him. Keep firing at the red bag on his back until you kill this heavy. If you are using a low-Aggro weapon, it may take several clips to kill him. However, as long as you are not too close and your partner is maintaining Aggro, the Gatling will usually not turn to come after you. Another option is for both partners to use high-damage weapons and flank the Gatling from two sides. One partner hits him with fire from behind; then when his Aggro is high and the Gatling turns toward him, the other partner can then fire at the bag on his back. Whenever this heavy goes after one player, the other goes on the attack. Keep this up until he is dead.





TIP

LOW-AGGRO WEAPONS CAN TAKE A WHILE TO KILL THIS ENEMY. ANOTHER GOOD TACTIC IS TO MOVE IN BEHIND HIM WITH A HIGH-DAMAGE WEAPON SUCH AS A SHOTGUN WHILE YOUR PARTNER BUILDS UP AGGRO AND KEEPS THE GATLING'S ATTENTION. EVEN THOUGH THIS MAY RAISE YOUR AGGRO AND SEND THE GATLING BACK TOWARD YOU, IT ONLY TAKES FOUR OR FIVE HITS WITH A SHOTGUN TO KILL THIS GUY; THEREFORE, YOU CAN MOVE IN FOR A QUICK KILL BEFORE HE HAS TIME TO TURN AND ATTACK YOU.

THE GRENADIER

The Grenadier can be dangerous if you are not paying attention to him. He likes to stay back and lob grenades with his grenade launcher. He will usually fire them in groups of three, so when you see the grenade warning icon appear, look where the grenades are relative to your position and move in the opposite direction. Another good tactic is to keep moving.

The Grenadier's weak spots are the three bags hanging around his waist. Fire at these and they will start to smoke. Keep firing until each blows up. Once all three have blown up, the Grenadier will be toast. There is one bag over each of the Grenadier's hips and one behind him. Both players can be firing at the bags simultaneously to kill this heavy as quickly as possible. Since the Grenadier likes to stay at a distance, this gives you some time to use the sniper rifle. A couple of hits with this type of weapon will usually blow up one of his bags. Just watch for grenades and be ready to move. Use the sniper rifle to take out the other two bags and end the fight.



TIP

A GRENADE LAUNCHER OF YOUR OWN IS ALSO EFFECTIVE FOR TAKING ON THIS ENEMY. JUST FIRE THE GRENADES SO THEY LAND AT HIS FEET. AND YOU CAN START DAMAGING TWO OR THREE BAGS AT THE SAME TIME. TRY WORKING TOGETHER WITH YOUR PARTNER, WITH ONE USING A SNIPER RIFLE AND THE OTHER A GRENADE LAUNCHER. THIS DOUBLE ATTACK WILL TAKE OUT THE GRENADIER VERY QUICKLY.



NOTE

THE GRENADIER'S GRENADE LAUNCHER IS ONLY EFFECTIVE AT MEDIUM TO LONG RANGE. IF YOU GET IN CLOSE, HE WILL SWITCH TO A PISTOL AND ATTACK UNTIL HE CAN INCREASE THE RANGE TO USE HIS GRENADE LAUNCHER AGAIN. IF YOU CAN FIND A SHIELD, MOVE IN CLOSE TO THE GRENADIER: WHEN HE SWITCHES TO HIS PISTOL, JUST FIRE AT HIS BAGS UNTIL HE IS DEAD-THE SHIELD WILL PROTECT YOU FROM HIS PISTOL SHOTS.

THE FLAMETHROWER

The Flamethrower can be a tough enemy. He likes to get in close to use his flame weapon, so your best strategy for staying alive is to move away from him. If you get hit with the flames, you will die in a short amount of time, as the flames continue to burn you. The flamethrower will go after the partner with the highest Aggro, so you can use flanking attacks to defeat him. Trade Aggro back and forth to keep the flamethrower from getting too close to one of you.

The Flamethrower's weak spot is the large red tank on his back. A good tactic is to have one partner build up Aggro while the other flanks and hits him from behind. Low-Aggro weapons don't cause a lot of damage against the Flamethrower's tank, so it may take several magazines to kill him. Therefore, if you are the flanker, try using a weapon with high damage output and a high rate of fire to get as many hits as possible on this heavy before he turns on you.



NOTE

COVER DOES NOT OFFER VERY MUCH PROTECTION FROM A FLAMETHROWER. SO YOUR BEST STRATEGY FOR STAYING ALIVE IS TO KEEP MOVING AWAY FROM THIS HEAVY.



TIP

THE PARTNER WHO MAINTAINS AGGRO-AND THE FLAMETHROWER'S ATTENTION-SHOULD FIRE WHILE MOVING AND NOT WORRY ABOUT ACTUALLY HITTING THE FLAMETHROWER. THIS ALLOWS THE FLANKING PARTNER TO MOVE IN BEHIND. USE A SHOTGUN FOR MAXIMUM CLOSE-RANGE DAMAGE, AND YOU CAN USUALLY TAKE OUT THIS HEAVY BEFORE HE CAN TURN TO ROAST YOU.

PRIMA OFFICIAL GAME GUIDE

CHAPTER 1: THE ATTACK

PROLOGUE

With Dalton, Clyde, and SSC in the past, Salem and Rios are busy getting their own private military contracting firm off the ground. Trans World Operations (TWO) is in its infancy and is in dire need of funding. In addition to Salem and Rios, Alice Murray is the only other employee on the payroll. As she did back at SSC, Alice is responsible for relaying vital intel and objective updates to Elliot and Tyson while they're in the field.

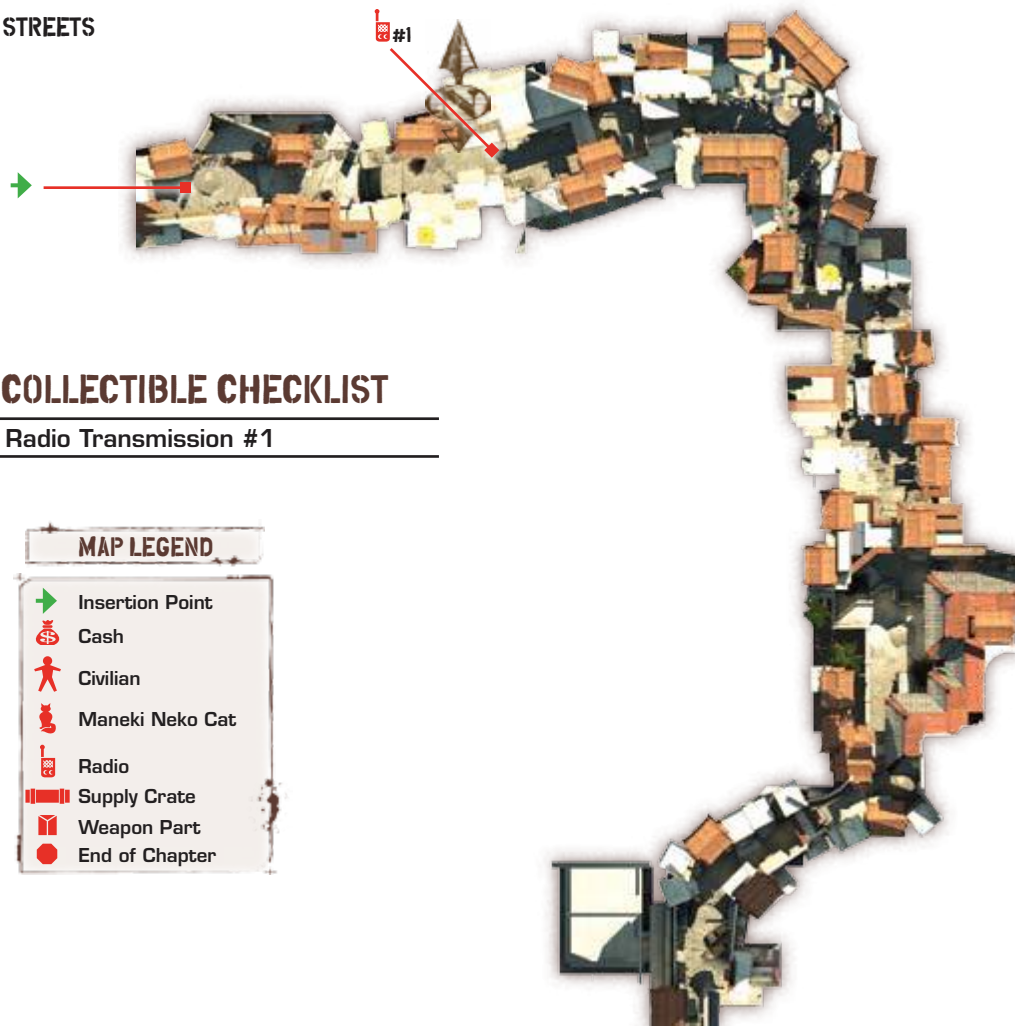
TWO has set up shop in the bustling modern metropolis of Shanghai. As luck would have it, their next job takes place in their new hometown. The identity of their client is unknown, but such arrangements aren't unusual in this line of work. However, it is unusual to step into a job with no idea of what's expected of them. Still, it's a job and it pays well. After all they've been through, how tough could it be?



SHANGHAI STREETS

Location: Nanjing Road • **Date:** July 10, 2010 • **Local Time:** 5:13 p.m.

SHANGHAI STREETS



COLLECTIBLE CHECKLIST

☒ Radio Transmission #1

MAP LEGEND

- Insertion Point
- Cash
- Civilian
- Maneki Neko Cat
- Radio
- Supply Crate
- Weapon Part
- End of Chapter



It's a sweltering summer day in Shanghai as Tyson and Elliot begin their new assignment. Alice chimes in with fresh intel. Apparently you're supposed to meet with a contact in the alley ahead. He'll have your gear as well as details on your first set of orders. Why all the secrecy?



Once Alice has finished her briefing, pause the game and choose the Objectives option for a more detailed description of

what you're supposed to do. In addition to the objective description, this screen also lists the reward associated with the objective—in this case, there is no reward for meeting your contact.

NEW OBJECTIVE:

MEET YOUR CONTACT

REWARD: NONE

YOUR CONTACT IN SHANGHAI IS A FORMER SSC AGENT NAMED JB. HE SHOULDN'T BE TOO HARD TO SPOT AROUND HERE....

SALEM'S NOTES



This is our second job since setting up the new company, TWO, in Shanghai. The first mission was a tedious escort mission for a foreign diplomat. Hopefully this is more interesting. I couldn't bear

another day of standing beside a doorway or sitting in a car beside an idiot in a suit.



At this point in the mission, Salem and Rios are unarmed. But don't worry—there are no threats in this alley. Take the opportunity

to get used to the basic movement and camera controls by following the tips that appear at the screen's bottom. Your contact is located farther down the alley to the east.



Radio Transmission #1:

Before rushing over to your contact, look for this small butcher shop on the alley's left side and pick up the radio sitting on the nearby table. This is the first of several radios scattered throughout the game. Pause the game and choose the Radio Logs option. Here you can choose from a list of acquired radio transmissions. In this case, you have only Transmission 1. Select it to play it. These local radio transmissions from Shanghai relay background information, helping you piece together exactly what's going on. If you manage to collect all 14 radios, you'll earn the Truth Is Right Here Achievement/Trophy.



Now walk over to JB to complete your first objective. JB wants you to follow him; apparently, local police will be nosing around shortly, so you need to move out before they arrive.

NEW OBJECTIVE:

NEW OBJECTIVE: FOLLOW JB

REWARD: NONE

JB HAS THE MISSION BRIEFING. FOLLOW HIM AND GET TO WORK.

PRIMA OFFICIAL GAME GUIDE



JB has stashed your gear in a safe place in the alley ahead. You won't be much use without your weapons and armor, so stay behind JB as he dashes through the cramped alleyway.

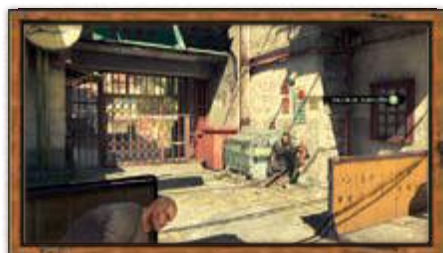


When you reach this low wall, follow JB's lead and vault over it.



IF YOU DASH TOWARD LOW OBJECTS SUCH AS THIS WHILE STANDING, SALEM AND RIOS WILL AUTOMATICALLY LEAP OVER THEM. VAULTING OVER OBJECTS CAN BUY YOU TIME, BUT AVOID SUCH MANEUVERS WHEN UNDER HEAVY FIRE.

The obstacle course continues with a hole in a fence. Crouch down to slip through this small opening. Notice how you move slower while crouched. Although slow, crouched movement reduces your visible profile, making you a small target for your enemies to hit. Also, the slower you move, the less noise you make. So when you need to sneak around, opt for crouching. Once you're on the other side of the fence, stand and run to keep up with JB.



Halfway down the adjoining alley, JB whispers that hostiles are patrolling ahead. Quickly drop to a crouch and press up against

the low yellow wall on the left—the blue icons show you exactly where to go. Once Salem and Rios are behind cover, the security guards in the courtyard to the south can't see you. While behind cover, follow the onscreen

directions to switch camera sides, altering the direction your character faces. This is useful when peeking or firing around corners.

JB handles the patrolling guards on his own, coolly and efficiently dropping both of them with two shots from his pistol. Salem isn't quite sold on JB's aggressive approach, but for now, the area is clear of threats. After brief introductions, JB opens a nearby Dumpster, where he's stashed Salem's and Rios's gear. The guys take a few moments to suit up before following JB into the adjoining courtyard, where their first task awaits.



NEW OBJECTIVE:

PLANT FIRST LOCATOR BEACON

REWARD: \$7,500

YOUR FIRST TASK IS TO PLANT LOCATOR BEACONS AT KEY LOCATIONS AROUND THE CITY. OPEN YOUR GPS TO FIND OUT WHERE YOU NEED TO PLACE THE BEACONS.

RIOS'S NOTES



We're planting beacons. Apparently, what these beacons are for is not something we need to worry about. I'm always happy when a mission is on a need-to-know basis. Makes me feel all warm and secure.



It's time to plant some beacons. But before rushing forward, activate your GPS. The GPS provides a compass heading as well

as details on your current objective, including its exact location. Simply follow the green line on the ground to the spot where you need to plant the first locator beacon.



THE GPS IS A POWERFUL TOOL, BUT IT EATS UP A LOT OF BATTERY POWER. AS INDICATED BY THE ORANGE BARS IN THE SCREEN'S TOP LEFT CORNER, SO DON'T LEAVE YOUR GPS ON ALL THE TIME. THE BATTERIES AUTOMATICALLY RECHARGE WHEN THE GPS IS TURNED OFF. THE DEVICE BEEPS ONCE THE BATTERIES ARE FULLY CHARGED.



Follow the green line to this box on the wall—this is where you need to plant the beacon. By now, your teammate is crouching next to a similar box on the right, waiting for you to place your beacon. Press the button indicated on the screen to plant the first beacon. That was an easy \$7,500!

NEW OBJECTIVE:
PLANT SECOND LOCATOR BEACON
REWARD: \$7,500

MORE BEACONS TO PLACE. YOU NEED TO TRIGGER THEM AT THE SAME TIME. SO MAKE CERTAIN BOTH RIOS AND SALEM ARE IN POSITION AT THE SAME TIME. CHECK YOUR GPS FOR THE EXACT LOCATIONS REQUIRED.

Your work isn't complete. A second set of beacons must be installed on an upper level of a nearby building. Wait for JB to open



the gate to the south, then follow him through the adjoining alleyway. He stops at a closed gate and asks if one of you can take out the two alarm boxes ahead.



CO-OP TAKEDOWN



If playing the campaign with a buddy, now's a good time to try the co-op snipe feature. This allows you to take out the alarm boxes

(or any other pair of targets) simultaneously. Equip your sniper rifles and aim at the boxes—aim at the one on the left while your friend aims at the one on the right. When you both have an alarm box in your sight, press the Countdown button to initiate an audible countdown. Shoot the boxes when your character says, "Three." If you pull it off, you and your partner will simultaneously disable both boxes. Note that the countdown option only appears in networked games.

Approach the closed gate and aim at the two red glowing boxes—for this task, the G36C assault rifle is more than adequate. Place the aiming reticle over one of the boxes and fire a quick burst. The box stops glowing once it's out of commission. Nudge your aim to the second box and blast it to open a path to the building's freight elevator.



IMMEDIATELY AFTER DISABLING BOTH ALARM BOXES. TURN TO THIS AMMO PICK-UP ON THE ALLEY'S LEFT SIDE TO REPLENISH YOUR

SUPPLY. AMMO PICK-UPS LIKE THIS ARE COMMON, ESPECIALLY IN THE AFTERMATH OF A LARGE FIREFIGHT, AS HOSTILES ALWAYS DROP AMMO. SIMPLY WALK OVER THESE PICK-UPS TO REPLENISH THE ROUNDS YOU JUST FIRED. ALTHOUGH AMMO PICK-UPS ARE COMMON, THEY'RE NOT ALWAYS SO ACCESSIBLE, ESPECIALLY IF YOU'RE PINNED BY ENEMY FIRE. SO MAKE A HABIT OF RELOADING AND TOPPING OFF YOUR AMMO SUPPLY AFTER EACH ENGAGEMENT.



JB's afraid the gunfire may attract police, so get ready to move out. Follow JB as he dashes toward the open garage just beyond the gate. Hold down the Sprint button to pick up the pace. Notice that while sprinting, it's difficult to change your direction. So before initiating a sprint, locate the open garage and begin moving in that direction. Once your heading is set, begin sprinting to catch up with JB.



TRY SPRINTING INTO ENEMIES TO KNOCK THEM DOWN. OBVIOUSLY THIS IS DANGEROUS. BUT IF YOU MANAGE TO DO IT TO 20 ENEMIES, YOU'LL EARN THE CHAAAAARGE! ACHIEVEMENT/TROPHY.

PRIMA OFFICIAL GAME GUIDE



Regroup with JB in the freight elevator. As you step on board, Alice chimes in with an update—you're now in range of the mobile weapons unit. This allows you to equip and purchase new gear any time you're not in combat.

While riding the elevator, access the weapon wheel and choose Weapon Customization from the menu.

This opens a new menu, showing all the primary, secondary, and special weapons currently available.

Throughout the campaign, you can acquire (or purchase) new weapons and custom parts, allowing you to build the perfect weapon to match your play style. Currently, the assortment is limited, but this will change as you progress. So make a habit of checking this screen as you earn more money and acquire more gear. For more information on weapons and their customization options, reference the "TWO Arsenal" chapter.



THE FINAL BEACONS



ROOFTOP 1

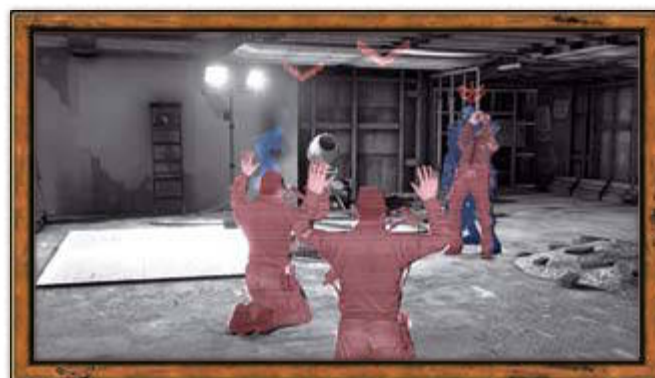
#1



MAP LEGEND

- Insertion Point
- Cash
- Civilian
- Maneki Neko Cat
- Radio
- Supply Crate
- Weapon Upgrade
- End of Chapter

COLLECTIBLE CHECKLIST

☐ Maneki Neko Cat #1


When the elevator comes to a halt, JB steps out and moves ahead, giving you a brief tutorial on new innovations to the GPS system. The tactical interface installed into Salem's and Rios's masks provides intel on your targets, including their rank. When viewed through GPS, all targets have an orange chevron icon above their head. Targets with a single chevron are low-ranking soldiers. But a hostile with a double chevron icon is an officer. If you can sneak up behind an officer and take him hostage, the officer will then order his subordinates to surrender, allowing you to tie them down and move on without firing a single shot.



Following JB's demonstration, step out of the elevator and lend him a hand. JB is still holding the officer at gunpoint. What do you want to

do with the officer's men? You can either shoot them or tie them up. But shooting may draw reinforcements, making your job much tougher than it needs to be. So approach the kneeling security guards and tie them up. As you tie up the second guard, JB pushes the officer down to the floor and secures him. If you chose to shoot the guards, JB follows your lead and executes the officer.



WANT TO BE GOOD OR EVIL? A MORALITY METER RUNS IN THE BACKGROUND DURING THE CAMPAIGN, TRACKING YOUR ACTIONS. AFTER SUBDUING THE GUARDS, A SERIES OF THREE BLUE POSITIVE MORALITY ICONS APPEAR ON THE SCREEN'S RIGHT SIDE, INDICATING AN INCREASE IN THE MORALITY METER. HOWEVER, IF YOU KILLED THE GUARDS, THREE RED MINUS MORALITY ICONS APPEAR INSTEAD, SIGNALING A DECREASE IN THE MORALITY METER. TO SEE YOUR CURRENT MORAL STANDING, PAUSE THE GAME AND READ THE PARTNERSHIP LINE. THIS REFLECTS HOW OTHER CHARACTERS IN THE CAMPAIGN PERCEIVE YOU. FOR MORE INFORMATION ON THE MORALITY SYSTEM, SEE THE "TWO TRAINING" CHAPTER.



JB wants you to scout ahead, warning that more hostiles are likely in the area. Activate your GPS to find out where to go—the green

line leads up the steps. Take it slow to avoid drawing any unwanted attention.

As JB predicted, there are more hostiles up here. With the GPS active, place the orange reticle over the two hostiles and tag each—push the button indicated onscreen. Tagging relays the targeting information to your teammate, automatically uploading the target's location.



TAGGED TARGETS SHOW UP AS ORANGE SILHOUETTES ON THE GPS INTERFACE, EVEN IF THEY'RE HIDING BEHIND COVER. SO MAKE A HABIT OF TAGGING TARGETS TO SHARE INFORMATION WITH YOUR TEAMMATE AND KEEP TRACK OF HOSTILES.



The nearest hostile is an officer. Crouch and walk up behind him. If you run, he may hear you and turn, initiating a close-quarter firefight. So move quietly to take him by surprise. Once you're prompted by the tip at the screen's bottom, grab the officer from behind to take him hostage.

Just as advertised, the nearby guard surrenders and drops to his knees. While still holding the officer, order your teammate to subdue the guard. Now you can tie down the officer, boosting the Morality meter even higher.



SOMETIMES HOSTAGES STRUGGLE IN AN ATTEMPT TO BREAK FREE. IF THIS OCCURS, QUICKLY TAP THE SUBDUDE BUTTON TO DELIVER A QUICK PISTOL WHIP. THIS WILL STOP THEM FROM STRUGGLING MOMENTARILY. HOWEVER, IF YOU HOLD DOWN THE SUBDUDE BUTTON, YOU'LL EXECUTE THEM. KEEP PISTOL-WHIPPING A HOSTAGE AS NECESSARY UNTIL YOU CAN SAFELY TIE THEM UP.



Now that the area is clear of threats, turn to the room's south side to locate a ladder leading to the upper level. If you have trouble spotting the ladder, activate your GPS and follow the green line.

PRIMA OFFICIAL GAME GUIDE



Move to the far wall, then turn around and interact with the ladder to reach the floor above. Once you're on a ladder, press the onscreen Slide



button to climb up, down, or even slide. Sliding is the quickest way to descend a ladder, ideal for quickly transitioning from one elevation to another. Unfortunately, there's not a similar option when going up.

Your objectives are just ahead. Walk over to one of the two electrical panels highlighted on the GPS. This is where you must plant the second

locator beacons. You must plant these beacons simultaneously, so wait until your teammate is in position before pressing the Plant Beacon button. That's another easy \$7,500!

NEW OBJECTIVE:**REGROUP WITH JB****REWARD: NONE**

FOLLOW JB SO HE CAN INITIALIZE THE BEACONS. MURRAY MAY ALSO HAVE AN EXTRA TASK FOR YOU AS WELL.

All the beacons are now planted. To complete the mission, you just have to regroup with JB so he can initialize the beacons. But you're not alone. A large group of security guards are en route to your position. Listen to JB's explanation of Aggro and its importance in performing flanking maneuvers. After the brief lecture, get ready to put his advice into action.



DON'T STAND AROUND AND WAIT FOR THE HOSTILES TO OPEN FIRE. TAKE COVER BEHIND THE METAL PLATES TO THE RIGHT. FROM THIS

POSITION, YOU CAN WATCH AS SEVERAL SECURITY GUARDS RUSH ONTO THE ROOFTOP BELOW. NOW'S A GOOD TIME TO ACTIVATE YOUR GPS AND TAG TARGETS. THIS WILL HELP YOU KEEP TRACK OF EACH GUARD'S MOVEMENTS, EVEN WHEN YOU DON'T HAVE A CLEAR LINE OF SIGHT.



Order your teammate to hold and assume an aggressive posture on this upper floor. Refrain from firing to help your teammate build up Aggro, which is tracked by the meter at the screen's top. As the meter turns red and begins flaming, your character starts glowing in a blue hue. This indicates that all the enemies are focused on your teammate, essentially rendering you invisible. Time to flank!

Once your teammate has acquired maximum Aggro, slide down the nearby ladder and drop onto the rooftop. It is filled with security guards. Don't worry, as long as you're glowing blue, the security guards won't shoot you.



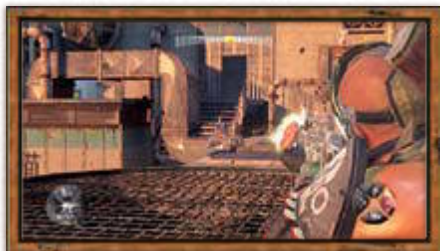
Immediately take cover as your boots hit the rooftop and begin scanning for targets. As long as you haven't fired a shot, the

security guards will still be focused on your teammate, buying you time to reach cover and fine-tune your aim. When you find a target, carefully take aim, placing the aiming reticle over a security guard's head; then squeeze the trigger for a quick kill.



Firing your weapon and killing a security guard will cause you to draw Aggro, so be ready to duck down behind cover. Hunker

down until your teammate reestablishes Aggro, then resume your assault—while all the enemies are looking away from you.



Carefully creep around the rooftop while looking for opportunities to flank. Before attacking, first find suitable cover—once

you open fire, you'll need somewhere to hide. After you find a good spot to attack from, take aim and open fire, executing as many hostiles as possible. But don't get greedy. If you begin drawing fire, immediately drop behind cover and wait for the security guards to turn their attention back to your teammate.

Stay on guard until Salem and Rios declare the rooftop is "all clear"—both characters say this when all hostiles are down. Before regrouping with JB, scour the rooftop for goodies. The dead security guards drop both ammo and cash. Cash pick-ups appear as green stacks of bills. Simply walk over these pick-ups to supplement your income. Most low-level enemies drop denominations less than \$100, but it adds up, so don't leave any loose cash behind. Higher-level enemies drop larger denominations.



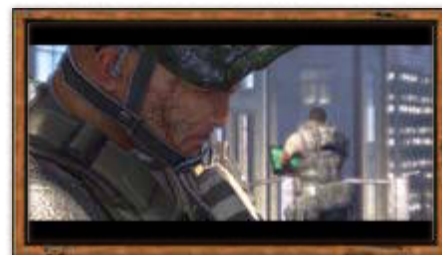
Maneki Neko Cat #1: Before leaving this rooftop area, turn to the southwest corner to spot this Maneki Neko Cat sculpture sitting atop a large air-conditioning unit. Traditionally, these cats are harbingers of good luck. For you, they're simply targets you can blast—shoot all 12 of these cat sculptures to earn the Touch Not a Cat but a Glove Achievement/Trophy. There are two of these cats in chapters 1-5, and two more in the final two chapters of the campaign, so keep your eyes peeled—most of them aren't so easy to find.



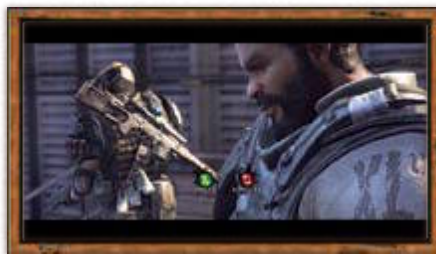
Order your teammate to regroup and follow JB through the green door to the south. The path ahead is blocked by a gate; this time, JB won't open it. Interact with the gate to begin opening it. This is a two-man job, so wait for your teammate to lend you a hand. Once you open the gate, proceed through the adjoining corridor until you trigger a cutscene that presents you with a tough choice.

CO-OP CHOICE #1

Now that both sets of beacons are in place, JB can initialize them for the client. While JB is working on a laptop, Alice checks in with



a new objective—the client wants you to eliminate JB. This is the first of several Co-Op choices where you must make a tough decision. These decisions usually involve making a choice to do something bad for a reward, or something good for potentially no reward. But don't take these decisions lightly, as each choice has consequences, as you'll soon find out.



In this instance, you can either choose to Spare or Execute JB. Press the appropriate button, shown onscreen, to finalize your

decision. But before you decide, consider the following consequences.

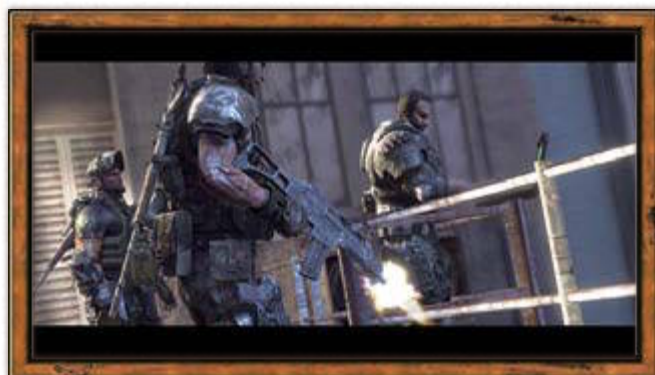


NOTE WHILE PLAYING THE CAMPAIGN WITH A BUDDY IN CO-OP, THE FIRST PLAYER TO PRESS A BUTTON MAKES THE DECISION. HOWEVER, IT'S BEST TO DISCUSS THE OPTIONS WITH YOUR TEAMMATE BEFOREHAND. THERE'S NO ROOM FOR FRICTION IN THIS RELATIONSHIP, ESPECIALLY THIS EARLY ON IN THE CAMPAIGN.

PRIMA OFFICIAL GAME GUIDE

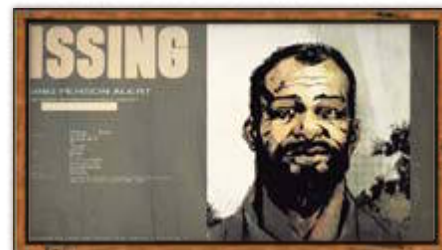


CHOICE: SPARE



If you choose to spare JB, Salem fires a shot into the ground and reports to Alice that he got away. Rios warns JB to stay out of sight. But JB is sure he'll see you again. Making this choice earns you the Optimist Achievement/Trophy and gives you some positive morality.

JB is alive just before his body crunches onto the pavement below. His lifeless body remains in an anonymous Shanghai alley as "missing" posters circulate back home. Sad, indeed, but at least you got paid...It was messy, but your actions earn you \$7,500 and the Pessimist Achievement/Trophy. Additionally, you'll receive some negative morality for killing JB.



In the illustrated montage that follows, JB is shown packing his cash-filled bags and heading for Seychelles. But fate catches up with him as he's lounging on the beach—an assassin in scuba gear emerges from the sea and finishes the job Salem and Rios didn't.

CHOICE: EXECUTE



The client has promised a bonus payment for JB's head, making the Execute option awfully enticing. If you go for the easy cash, Rios steps up behind JB and shoots him in the back. But JB doesn't go down without a fight, prompting Salem to plug him a few more times in the chest before Rios kicks him off the side of the building.



WHAT COULD GO WRONG?



MAP LEGEND

- Insertion Point
- Cash
- Civilian
- Maneki Neko Cat
- Radio
- Supply Crate
- Weapon Upgrade
- End of Chapter

COLLECTIBLE CHECKLIST

- | | |
|-------------------------------------|--|
| <input checked="" type="checkbox"/> | Radio Transmission #2 |
| <input checked="" type="checkbox"/> | Supply Crate #1: G14 Thunderstrike, \$10,000 |



Regardless of your decision about JB's fate, the following events are completely unavoidable. A barrage of missiles and rockets suddenly slam into the surrounding skyline, leveling some of Shanghai's most recognizable landmarks. What's going on here? There's not much time to analyze the situation, but it's clear that this rooftop isn't a safe place to be.

NEW OBJECTIVE: ESCAPE THE ROOFTOP

REWARD: NONE

THIS BUILDING IS NOT GOING TO STAY UPRIGHT MUCH LONGER. GET OFF IT.

SALEM'S NOTES



I don't know what's going on right now, but I do know that we can't stay here. Looks like an aerial bombardment of Shanghai. But who would want to do that?

Don't stand around and admire the fireworks—move out! Follow the catwalk to a set of stairs. As you reach the bottom of the stairs, look over the edge of the building and watch for an incoming jetliner—it's headed straight for this building! As long as you stay near the bottom of the stairs, you'll be unaffected by the resulting explosion. Even if you get too close, the impact merely tosses your character into the air like a rag doll but inflicts no damage.



Where to go now? The impact has created a large gaping hole in the wall to the south. If you're having trouble spotting the hole through the rubble and smoke, activate your GPS and follow the green line back into the building.

PRIMA OFFICIAL GAME GUIDE



Radio Transmission #2: Step inside the building and turn left in the adjoining corner. Rios contacts Alice in an attempt to figure out what's going on. But Alice has no information other than the entire city is under attack. Alice's signal drops out abruptly, leaving it up to Salem and Rios to figure out what to do next. Is Alice okay? Grab the radio on the right side of this dark corridor and play Transmission 2 from the Radio Log to see if you can get any more information on the situation.

It's time to move out and find Alice. Interact with the sliding door just ahead. Like gates, opening these sliding doors is a two-man job, so wait for your teammate to lend a hand.



Once on the other side of the sliding door, a cutscene shows a trio of mercs patrolling the nearby hallways. Apparently they have

orders to eliminate "the guys who planted the beacons." This isn't good. It looks like JB wasn't the only one the client wanted to rub out. Even worse, there's a chance those beacons had something to do with the attack on Shanghai.

NEW OBJECTIVE:

FIND MURRAY

REWARD: NONE

MURRAY IS IN TROUBLE. LAST CONTACT YOU HAD WITH HER SHE WAS IN THE SOUTH AFRICAN CONSULATE. GPS PUTS THAT A FEW BUILDINGS SOUTH OF HERE. FIND A WAY THERE.

SALEM'S NOTES

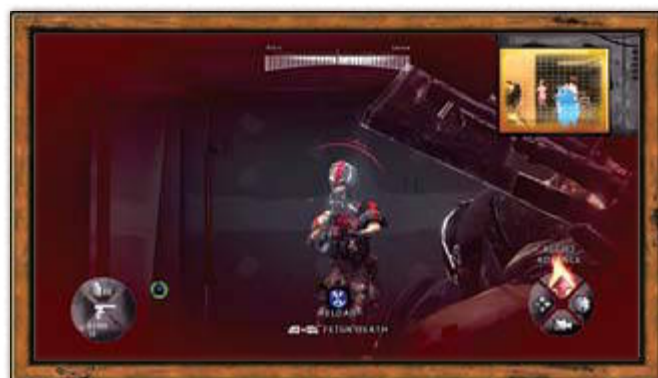


Murray was in the South African Consulate negotiating a potential future job for us, but it looks like the invading force has attacked it too. She's been with us from the start. We can't leave without her.

Time to take these thugs out. Creep up to the nearby doorway, taking cover along its right side. From this position, you can see into the adjoining room, where the three hostiles are positioned. Activate your GPS and tag all three—looks like you're facing two grunts and one officer. You sneak up behind the officer, so there's no opportunity to take him hostage and end this engagement peacefully.



Now's a good time to try out the Mock Surrender option. Peek into the room so the hostiles see you, then quickly move back behind cover. The mercs order you to come out with your hands up—do as they say, pressing the button shown onscreen to initiate a mock surrender. Step inside the room with your hands raised, and drop to your knees when ordered to do so. Good thing your teammate is holding back at the doorway with his weapon aimed at one of the grunts.



As the officer contacts his superior on a radio, aim at his head and initiate a Quick Draw—order your teammate to advance at the same time. During this sequence, time slows, giving you the opportunity to drop the three mercs in record time. Focus on the officer first, shooting him in the face. If your shot goes high, it will knock off his helmet, prompting you to follow through with a second headshot. Next, turn to the grunts and open fire. Chances are, your teammate has already

taken out these guys. Once it's all over, grab any ammo and cash strewn about the bloody floor. As you can see, the Quick Draw maneuver is a great way to take out two or three enemies. Accumulate 25 Quick Draw kills to earn the Quick Draw Achievement/Trophy.



IF YOU WAIT TOO LONG TO INITIATE THE QUICK DRAW, THE MERCS WILL OPEN FIRE. SO DON'T LET THEM BEAT YOU TO THE PUNCH. A PROLONGED FIREFIGHT IN THESE TIGHT QUARTERS IS NOT ONLY DANGEROUS, BUT WILL ALSO DRAW ENEMY REINFORCEMENTS.



CO-OP TAKEDOWN



Hold back as your buddy performs the Mock Surrender at the northern doorway. As he gives up, all the enemies

will be focused on him, allowing you to flank from the west. Wait until your teammate initiates the Quick Draw, then pop out of cover and spray the room with automatic fire.



Next to the supply crate is a slab of plywood with an arrow pointing up—this indicates that you can perform a step-jump here to reach the next floor. Aim at the plywood and order your teammate to give you a lift. Once your teammate is in position, approach and press the Accept Step Jump button shown onscreen. This prompts your teammate to lift you up so you can scout the floor above.



Before climbing up, look around the floor above, searching for any threats. You're extremely vulnerable when performing step-jumps, so always look around. You can even fire your weapon from this partially raised position. In this case, the area is clear, so pull yourself up onto the next floor.

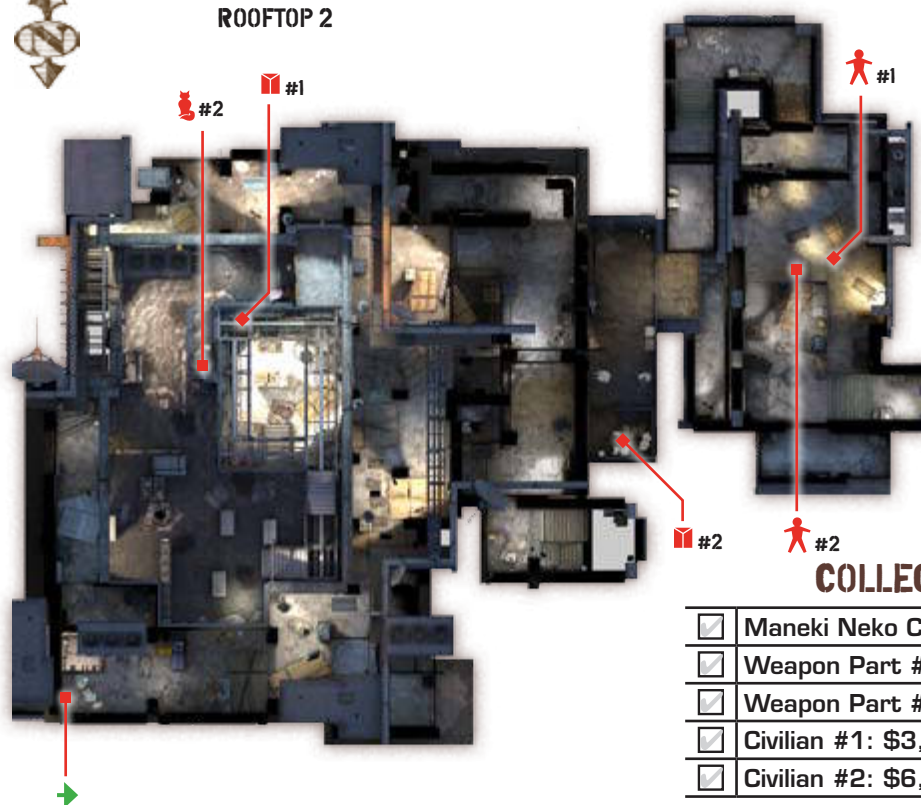
After reaching the floor, your character automatically turns around and helps your teammate. This is why it's so critical to scout first—things could get bad if you turned your back on an enemy in this situation.



Supply Crate #1: Following the showdown with the three mercs, proceed into the adjoining hall. An open supply crate sits at the corridor's far end. These armored cases belong to the invading forces and often contain grenades, weapon parts, and large sums of cash. In most instances, the enemy won't let you simply rummage through their supplies. If they detect your presence, they'll shut the case, preventing you from looting its contents. So always approach these crates with stealth and caution. This particular case is unguarded—stand next to the case and interact with it to retrieve grenades, a G14 Thunderstrike weapon part, and \$10,000.

GET TO GROUND

ROOFTOP 2



MAP LEGEND

- Insertion Point
- Cash
- Civilian
- Maneki Neko Cat
- Radio
- Supply Crate
- Weapon Upgrade
- End of Chapter

COLLECTIBLE CHECKLIST

<input checked="" type="checkbox"/>	Maneki Neko Cat #2
<input checked="" type="checkbox"/>	Weapon Part #1: Slanted G5 Grip
<input checked="" type="checkbox"/>	Weapon Part #2: Rusty Stock
<input checked="" type="checkbox"/>	Civilian #1: \$3,500
<input checked="" type="checkbox"/>	Civilian #2: \$6,500



All hell breaks loose as you both reach the floor above. The wall ahead explodes, and several merc grunts pour through, opening fire. Quickly take cover behind this pallet of bricks and return fire. There are no opportunities to flank here, so pour it on from this position. Blind-fire around and over your cover to suppress the enemy and draw Aggro. Now have your teammate move forward.



This is also a good time to try out your grenades. Hold down the Grenade button to initiate a throw. A red arc appears, showing you where the grenade will land. Adjust the arc so the grenade lands near the hole in the wall at the corridor's end. There are several enemies clustered here, and one good toss can take out a bunch of them.

Cautiously advance toward the breached wall, leapfrogging from one piece of cover to the next. Alternate between giving your teammate advance and hold orders—have him hold while you move, and have him advance while you hold. There are plenty of hostiles in this area, so be ready for some close-quarter fighting.



More hostiles emerge from a breached wall in the eastern corridor. Use the cement pillars lining this passage for cover, and blast the mercs as they move into view. The hostiles use the pillars for cover, too, so consider tagging them to keep track of where they are. Even as they move back behind cover, you'll be able to see where they're standing through the GPS interface. This makes it easier to prep your shots as they peek around their cover.



Maneki Neko Cat #2: Eliminating the mercs in the eastern passage clears the area for now. Proceed to the northern passage and turn to the south. Another Maneki Neko Cat statue is on the duct overlooking the rooftop below. Take aim and blast the statue—two down, ten to go. There are no more Maneki Neko Cats in this chapter.



As you near the steps at the end of the northern passage, a cutscene is triggered, showing a large skyscraper toppling over into a neighboring high-rise. This event also triggers the arrival of more hostiles on the rooftop below.



As you near the steps at the end of the northern passage, a cutscene is triggered, showing a large skyscraper toppling over

Instead of dashing down the nearby steps to face the mercs on their own level, stay in the elevated northern passage. This

gives you a significant tactical advantage, allowing you to fire down on your enemies. The height advantage also makes it tougher for the mercs to target you with grenades. Order your teammate to hold and draw Aggro. Meanwhile, duck behind cover and tag targets for your buddy.

Leave your partner in the northern passage while you head downstairs to flank. Peek around your cover and pick off the hostiles as they open fire on your teammate—they'll never know what hit them.



As you begin to draw Aggro yourself, order your teammate to advance, joining you on this low-lying rooftop. As your teammate attacks from the north, he draws fire away from you, giving you the chance to peek out of cover and retaliate. By working together, you should have no problem clearing this area.



There's still a major threat on the rooftop's east side. The mounted gun here prevents you from advancing any farther, so you'll need to take out that gunner. Unfortunately, the gunner is protected by a large steel plate—you'll need to flank him.



Order your teammate to hold and draw Aggro. As the mounted gun fires on your teammate's position, dash up the steps in

the southeast corner. This leads to a catwalk, directly above the mounted gun. Aim through the catwalk and shoot the gunner in the head—don't worry, he can't hit you while you're above him.



Weapon Part #1: While you're on the catwalk above the mounted gun, look for this envelope near the ladder—this is a weapon part. Grab the envelope to acquire the Slanted G5 Grip. This part now appears in the Weapon Customization screen and can be attached to your primary weapon.

PRIMA OFFICIAL GAME GUIDE



Slide down the nearby ladder and immediately take cover behind the large concrete pillar by the mounted gun. More hostiles lurk to the east. Look at the mounted gun and order your teammate to enter it. Once in position, your teammate will automatically open fire on the mercs, building Aggro in the process.



While your buddy lays down heavy fire with the mounted gun, sneak to the east and flank the merc grunts. Instead of shooting

them, sneak up behind them and take them out with your bare hands by pressing the Melee button. This prevents you from building Aggro and allows you to remain stealthy. But be ready to open fire if one of the grunts turns in your direction.



PERFORMING 50 MELEE KILLS EARNS YOU THE OPEN HAND SLAP! ACHIEVEMENT/TROPHY. SO ALWAYS LOOK FOR THE CHANCE TO FINISH OFF AN ENEMY WITH YOUR BARE HANDS OR WITH A BAYONET.

When the area is clear, peek over the railing to spot a few more grunts down there. Order your teammate to regroup, then open fire on these hostiles, using the steel plates surrounding the walkway for cover. Move around the upper level, scouring the floor below for more targets. The more you can clear out from up here, the easier it will be once you head downstairs.



Advance through the hole in the wall to the north and cautiously descend the stairs to reach the lower level. But take cover along the doorway at the bottom of the stairs—another mounted gun is in the room ahead, positioned in the southeast corner. Before dealing with the mounted gun, hold at this doorway and pick off any merc grunts attempting to halt your advance.



DON'T GET OVERCONFIDENT IN THIS FIREFIGHT. THE MOUNTED GUN IS A SERIOUS THREAT, AS ARE THE GRUNTS SURROUNDING IT. IF YOU'RE NOT CAREFUL, ONE OF YOU MIGHT

GET INJURED. IF YOUR BUDDY GOES DOWN, FIRST ELIMINATE AS MANY THREATS AS POSSIBLE. NEXT, DRAG THEIR BODY TO A SAFE AREA, PREFERABLY BACK IN THE STAIRWELL. FINALLY, HEAL THEM ONCE YOU REACH SUITABLE COVER. IF YOU OR YOUR BUDDY DIES, IT'S GAME OVER, FORCING YOU TO RESTART FROM THE LAST CHECKPOINT.



Once the grunts around the mounted gun are down, dash into the run and immediately seek cover.

The goal here is to attack the

mounted gun from two different angles. This allows one of you to flank it, hitting the gunner from the side where there is no protective armor. Have your buddy hold and build Aggro. This will cause the gun to turn in your teammate's direction, giving you the chance to fire the kill shot from the side.



CO-OP TAKEDOWN



When playing Co-op, attack this floor from the northern and southern stairs simultaneously. This makes it much easier to flank

the mounted gun. Have your buddy draw Aggro from the northern stairwell while you sneak up behind the gunner and take him out. The remaining grunts are easy to finish off, since you have them caught in a crossfire.



Weapon Part #2: Once the mounted gunner is down and the rest of the floor is clear, search this dead-end hall behind the mounted gun (in the southeast corner) to find another weapon part. Grab the envelope to add the Rusty Stock to your arsenal.



Time to move out. Open the green door in the room's northeast corner. This leads to a small room blocked by another

sliding door. Help your teammate lift the door, then step into the stairwell behind it. Meanwhile, Alice reports in. The situation at the consulate isn't getting any better. Apparently, hostiles are sweeping the whole building room by room, killing everyone. You need to get there fast before they find Alice.

As you near the bottom of the steps, a cutscene shows two civilians held hostage by a couple of grunts and an officer.

Give these locals a hand. Fortunately, the mercs have their backs turned to you. Identify the officer, then order your teammate to take him hostage. Hold near the stairs with your weapon ready to fire, just in case something goes wrong.



Once your teammate is holding the officer at gunpoint, the two grunts surrender and drop to their knees. Quickly

approach each grunt and tie them up. As you tie up the second grunt, your teammate ties up the officer. That was easy. By now you're well on your way to earning the Not So Bad After All Achievement/Trophy for tying up 15 enemy combatants.



IF YOU RUSH INTO THIS HOSTAGE SITUATION WITH GUNS BLAZING, CHANCES ARE ONE OF THE CIVILIANS WILL BE SHOT BY THEIR CAPTORS. EVEN WORSE. REINFORCEMENTS ARRIVE THROUGH A HOLE IN THE WALL TO THE SOUTH.



Civilians #1 and #2: Now for the civilians. Approach each and press the Save button onscreen. Saving civilians doesn't just give you a warm feeling inside—they're also worth cash and, in some instances, new weapons. So always save every civilian you encounter—they'll make it worth your while. In this case, saving Li Wan earns you \$3,500 and saving Dong Hsai nets you \$6,500. Saving civilians also boosts the Morality meter, while killing them (or allowing them to die through inaction) results in negative morality.



THE ID CARD OPTION IN THE PAUSE MENU ALLOWS YOU TO VIEW ALL THE CIVILIANS YOU ENCOUNTERED. WHETHER YOU SAVED THEM OR

NOT. THERE ARE 17 CIVILIANS TOTAL. SAVE THEM ALL TO EARN THE HUMANIST ACHIEVEMENT/TROPHY.

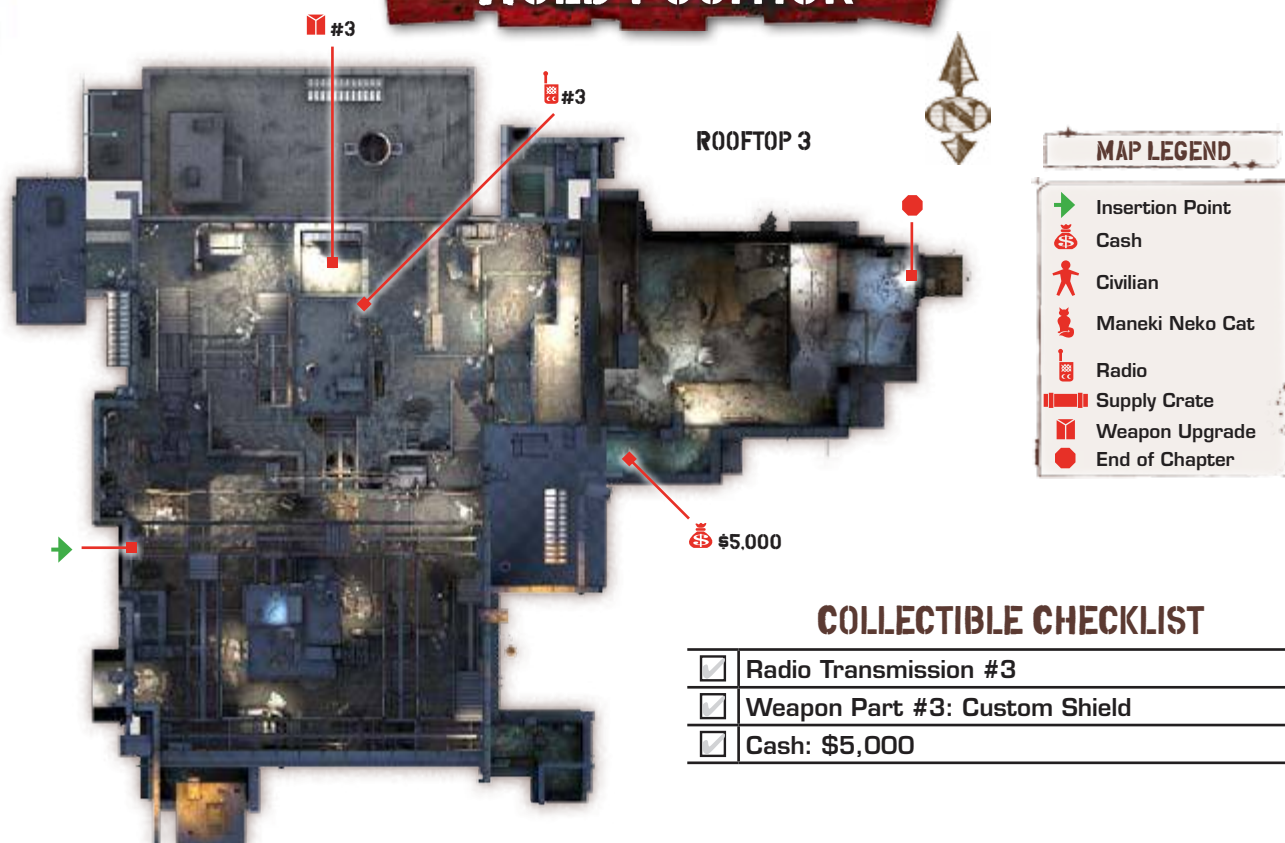
Now that the civilians are safe, continue your search for Alice. Approach the nearby green door (to the east) and step outside

onto another rooftop. A second door to the southeast leads out onto the same roof, but you'll be on the roof's lower level, putting you at a tactical disadvantage during the ensuing firefight. The eastern door puts you on a catwalk above the roof.



PRIMA OFFICIAL GAME GUIDE

HOLD POSITION



COLLECTIBLE CHECKLIST

<input type="checkbox"/>	Radio Transmission #3
<input type="checkbox"/>	Weapon Part #3: Custom Shield
<input type="checkbox"/>	Cash: \$5,000



As you step out onto the catwalk, a missile strikes the building housing the South African Consulate. Fortunately, the

floor Alice is on appears intact. Still, you must get there as soon as possible. It could be a matter of minutes before the whole building comes toppling down.

Immediately take cover on the catwalk, then activate your GPS to scan for targets. A few grunts are on the catwalk ahead, but don't

miss the sniper on the rooftop to the east. Tag all the visible targets, then go to work. Pick off the sniper first, then engage the grunts on the catwalk.



Two of the grunts on the catwalk are each equipped with a shield, preventing you from getting a direct shot. So toss a grenade just behind these approaching enemies. The detonation sends shrapnel into their backsides, causing them to fall forward. Pump a few rounds into their exposed bodies to ensure they're down for the count.



Now order your teammate to grab one of the shields, then press the Follow Partner button, shown onscreen. This puts your character directly behind your shield-carrying teammate, allowing you both to advance with protection. Order your teammate to advance; your character automatically follows behind. As you move along the catwalk toward the steps to the east, take aim and open fire on the

Now order your teammate to grab one of the shields, then press the Follow Partner button, shown onscreen. This puts your

character directly behind your shield-carrying teammate, allowing you both to advance with protection. Order your teammate to advance; your character automatically follows behind. As you move along the catwalk toward the steps to the east, take aim and open fire on the

merc grunts below. The shield can only protect the two of you from the front, so pay close attention to enemies on your unprotected flanks.



ALL SHIELDS HAVE AN ARMOR METER, INDICATED BY THE SHIELD ICON ABOVE THE SHIELD-EQUIPPED CHARACTER. THIS REPRESENTS HOW MUCH DAMAGE THE SHIELD CAN TAKE BEFORE IT'S DESTROYED. IF THE METER GETS LOW, GET READY TO FIND SOME COVER.



As you reach the rooftop below, continue sweeping for enemies while advancing behind the shield. Watch out for flanking maneuvers, and be ready to pick off grunts as they peek or rush out of cover.



As your buddy stops near the northwest corner, disengage from the shield by pressing the Exit Partner Lock button shown

onscreen. You're now free to move on your own. Order your teammate to hold in the southwest corner while you flank from the east. As your teammate draws Aggro, you'll have an easy time slipping behind the remaining grunts unnoticed. Gun them down before they realize they've been flanked. Once the rooftop is cleared, gather any dropped ammo and cash before proceeding.



A tall chain-link fence blocks access to the next rooftop area. There are two step-jump points along the fence—one to the east, and

one to the west. Move to the northwestern step-jump point, and order your teammate to boost you over the fence. You can't pull your buddy over the fence, so you're on your own until you can find a way to open the gate, allowing your teammate to rejoin you.



The console controlling the gate is in the guardhouse to the east. You can reach it by moving along the nearby catwalk. But don't rush over to it yet—you have other problems to worry about first. Locate and target the hostiles to the north. Don't let them advance up the steps and get inside the guardhouse.



PROCEED WITH EXTREME CAUTION DURING THIS SEQUENCE. YOUR TEAMMATE HAS NO WAY TO REACH YOU IF YOU'RE INJURED. SO IF YOU GO DOWN, YOU'LL DIE AND BE FORCED TO RESTART FROM THE LAST CHECKPOINT.



Even more threatening is a grunt armed with an RPG located on a rooftop to the northeast. One hit from this guy could end your solo advance before it begins. Use your GPS to spot this guy and take him out before he can send a rocket flying in your direction.

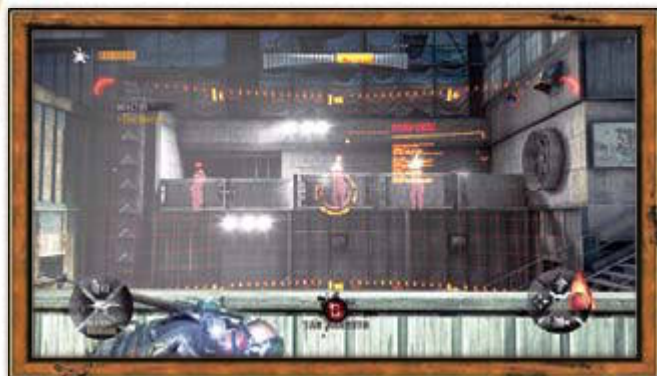


Now make a move for the guardhouse. Remain crouched and follow the catwalk to the guardhouse's western door.

Interact with the console to the door's right to open the gate; then order your teammate to regroup.



PRIMA OFFICIAL GAME GUIDE



As your teammate enters the guardhouse, you come under heavy fire from the east. Immediately take cover beneath the eastern window, and order your teammate to hold and draw Aggro. While your teammate returns fire, tag targets with the GPS. There are enemies on the rooftop below and on the balcony to the east.



The guardhouse is now your own personal Alamo. All of the attackers approach from the east, but that doesn't mean they won't try to flank you. Watch for grunts rushing along the north. If they manage to reach the catwalk, they'll show up behind you, attacking from the western door. Don't let this happen! Prioritize targets on the ground, then focus on the stationary hostiles on the eastern balcony.



As the incoming fire dies down, a cutscene shows the arrival of the second wave, led by a heavy soldier armed with a shotgun—he's called the

Shotgunner. This guy is covered in body armor, making him a particularly formidable threat. Furthermore, his shotgun is extremely lethal, particularly at close range. So don't let him get near the guardhouse.

The Shotgunner's weakness is his head. But don't try sniping him—he moves too fast. Instead, take aim with an assault rifle and unload an entire magazine on his melon. The first few hits knock away his helmet. Now all it takes is one shot to his exposed head. Continue firing until you score the lethal headshot, causing the thug to drop to the ground. Heavy soldiers drop relatively large sums of cash, too, but you can collect it later.



CO-OP TAKEDOWN



If you're unable to kill the Shotgunner while he's attacking from the east, prepare for a close-quarter assault—he's

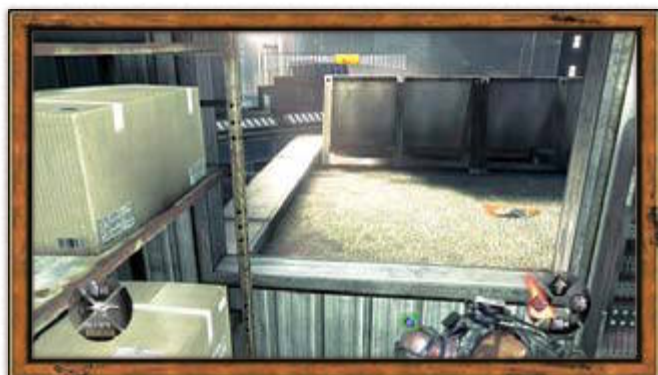
heading for the guardhouse! Rip off the door on the nearby electrical panel, and use it as a shield. Have your buddy get behind you and turn toward the western door—this is where the Shotgunner will attack from. Keep the shield between you and the Shotgunner at all times while your buddy unloads on the Shotgunner's head. It's a tense firefight, but you'll come out the victors, thanks to the shield. Consider using the shield and the Shotgunner's 870 Shotgun to clear the rest of the roof.



Now it's just a matter of repelling the remaining mercs. Stay inside the guardhouse and pick off the grunts on the rooftop and on the eastern balcony. Even if it looks clear, be careful when exiting the guardhouse; some enemies may be hiding along the guardhouse's northern or southern sides. Therefore, utilize cover while clearing the rest of the rooftop. Rios shouts, "Good to go!" when the last enemy is eliminated.



Radio Transmission #3: Before leaving the guardhouse, pick up the radio in the northeast corner—it's sitting on a barrel. This adds Transmission 3 to your Radio Log.



Weapon Part #3: The third weapon part is sitting just outside the guardhouse's northern window, not far from the radio. Leap out the window to grab this package, adding the Custom Shield to your arsenal.



Now that the rooftop is clear, you can resume your journey to the South African consulate. Head east through the door where the

Shotgunner emerged. Grab the cash he dropped, as well as money dropped by your other victims. You can also pick up the Shotgunner's 870 Shotgun. Weapons you retrieve off enemies aren't added to your arsenal permanently. Instead, you can carry them until they run out of ammo or until you select any other weapon.

Continue through the eastern passage until you come to an elevator. Salem isn't too thrilled about riding an elevator in such a heavily damaged building, but you don't really have another choice.



Cash: Before interacting with the elevator, turn to the southwest and follow the short corridor to a dead end, where there's a pile of cash. Grab this stash to add \$5,000 to your treasury. Piles of cash like this (of varying denominations) are hidden throughout the campaign. They look just like the cash dropped by enemies but are worth a whole lot more.



Return to the elevator and end the chapter by standing next to the elevator and pressing the End Chapter button shown onscreen. Ending the chapter brings up a summary screen that shows several statistics, including completion time, civilians saved, player reputation, kills, and the number of Maneki Neko Cats found. Once you're finished browsing your stats, press the Select button to start the next chapter.



COMPLETING THE FIRST CHAPTER EARNS YOU THE NOT WHAT I THOUGHT IT WAS ACHIEVEMENT/TROPHY. A SIMILAR ACHIEVEMENT/TROPHY IS AWARDED FOR COMPLETING EACH OF THE SEVEN CHAPTERS IN THE CAMPAIGN.



PRIMA OFFICIAL GAME GUIDE

CHAPTER 2: THE EMBASSY

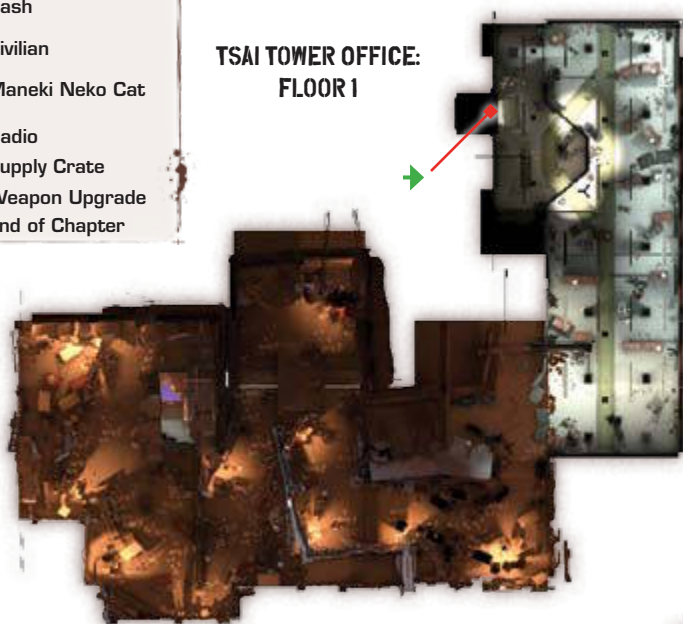
IN CASE OF FIRE

Location: Tsai Tower, Shanghai • **Date:** July 10, 2010 • **Local Time:** 10:31 p.m.

MAP LEGEND

- ➔ Insertion Point
- 💰 Cash
- 👤 Civilian
- 🐱 Maneki Neko Cat
- 📻 Radio
- 📦 Supply Crate
- 🔧 Weapon Upgrade
- End of Chapter

TSAI TOWER OFFICE:
FLOOR 1



TSAI TOWER OFFICE:
FLOOR 2



COLLECTIBLE CHECKLIST

- | | |
|-------------------------------------|-----------------------------------|
| <input checked="" type="checkbox"/> | Weapon Part #4: Soda Can Silencer |
| <input checked="" type="checkbox"/> | Radio Transmission #4 |



Following a sudden drop, the elevator screeches to a halt—looks like you'll need to find another way down. Interact with the elevator doors to pry them open. The elevator has stopped in between floors, so climb up to the floor above. Keep the noise to a minimum—you're not alone on this floor.

NEW OBJECTIVE:

FIND ANOTHER WAY DOWN

REWARD: NONE

THE ELEVATOR ISN'T GOING DOWN ANY FARTHER. YOU'LL NEED TO FIND ANOTHER WAY DOWN.

SALEM'S NOTES



The elevator was a bad idea. It fell about ten feet, then the emergency brakes kicked in. We still don't know who attacked Shanghai, but we seem to be implicated somehow. The beacons we placed helped direct the initial bombardment. We have blood on our hands now. I just hope we live long enough to explain.



BEFORE EXITING THE ELEVATOR, CONSIDER PURCHASING OR UPGRADING YOUR EXISTING GEAR. BY NOW YOU HAVE PLENTY OF MONEY TO MAKE SOME MAJOR IMPROVEMENTS.



Exit the elevator and crouch while moving toward one of the nearby doorways—they both lead to the same office floor. Upon entering the office, turn right to spot a merc officer standing next to a closed supply crate. His back is turned, making it easy to take him hostage. Have your teammate grab him from behind.



YOU CANNOT OPEN THE SUPPLY CRATE ON THIS FLOOR. SO DON'T BOTHER TRYING TO ACCESS IT.



While your buddy holds the officer hostage, rush to his side and train your weapon on the grunts to the south. But things don't go

as planned. Before the grunts can drop to their knees, a massive explosion rocks the building, tearing the roof right off. The grunts use this distraction to their advantage, swinging their weapons in your direction. Quickly gun down as many hostiles as possible before they can open fire.

Dive for cover behind one of the nearby desks, and take a moment to get your bearings. The explosion violently shakes the building, so don't fire your weapon until things settle down. A few more grunts are likely taking cover behind desks to the south. Tag them as they peek out of cover, then get busy eliminating them.



Once the area to the south is clear, order your teammate to regroup and proceed through the mangled office floor. It's a maze of fire, rubble, and bodies. You'll eventually run across an injured merc officer crawling on the ground. Either shoot him or take him out with a melee attack. He's far from helpless, though, and will open fire as you approach.

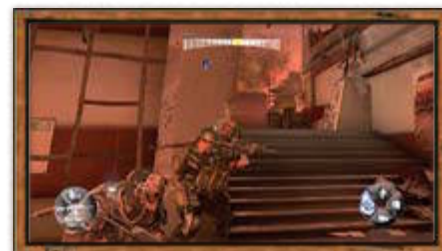
The rubble can make it difficult for you to navigate this floor, so activate your GPS and follow the green line. There aren't any significant threats in this area, so don't worry about utilizing cover.



Another injured merc officer is down as you round the next corner to the left. He's being healed by a grunt. Don't let your conscience

interfere with what must be done. Shoot the grunt first, then put the officer out of his misery. If you hesitate, the officer will get to his feet and he and the grunt will open fire.

Take cover at the base of the next steps. A few hostiles hide behind the desks ahead. Use the concrete pillar for cover and pop the grunts as they expose themselves. A grenade can work well here to draw the enemies out of cover.



PRIMA OFFICIAL GAME GUIDE



Crouch and use this damaged wall for cover as you near another group of grunts. Hold your weapon around the corner and

blind-fire to even the odds. Don't peek out from behind cover to take an aimed shot until the grunts have either retreated or dived behind cover. Finish off the survivors, then grab any ammo and cash they leave behind.



Proceed to the stairwell and descend the damaged steps. As you reach the next landing, the steps end, forcing you to drop down to

the next floor—don't worry, the fall won't hurt. At the bottom of the stairwell, have your teammate give you a hand opening the sliding door.

On the other sliding door is a small room with a massive hole in the floor. There's nowhere else to go but down, as confirmed by the green line on the GPS. Simply drop through the hole to reach the lower floor. It's not a long drop, so you won't take any fall damage.



Weapon Part #4: Immediately after dropping through the hole in the floor, turn to the yellow chairs on the hall's right to spot another weapon part. Grab the package to add the Soda Can Silencer to your arsenal.



your teammate tags a couple of hostiles hiding behind desks. This is a good opportunity to initiate a Mock Surrender.

As you regain control, calmly walk forward until the two mercs poke out of their cover—don't shoot. Instead, surrender and drop to your knees when ordered. Now get ready for the Quick Draw. The merc on the right is an officer, so aim at his head and open fire before he gets orders to execute you.



Once you're both on the lower floor, turn right to enter the adjoining hall to the west. This triggers a short cinematic sequence as

Hitting the officer in the head with a single shot may not be enough to take him down, as his helmet takes the brunt of the impact. The helmet flies off his head, so follow through with a second headshot to take him down. Remember, time slows down during the Quick Draw, so don't rush your shots. Meanwhile, your teammate will take care of the grunt on the left. If executed properly, the Quick Draw can clear a path in less than a second.



CO-OP TAKEDOWN



When performing a Quick Draw in Co-op, time slows for both of you, giving you ample time to eliminate both

mercs. Still, it's best to communicate with each other and discuss which target you're aiming at. There's no need to be shooting at the same enemy. Have one player initiate the Quick Draw and try to synchronize your shots. If you take out two enemies simultaneously, you'll earn the In Synch Achievement/Trophy.



Radio Transmission #4: During the Quick Draw, you probably noticed the radio on the desk to the right. Now that the hall is clear, grab the radio to add Transmission 4 to your Radio Log.

The rest of this floor is clear of threats. Pass through the doorway on the hall's left side and proceed into the adjoining corridor, heading south. There appears to be a hole in the wall just ahead. Maybe it leads to a way out? Activate your GPS and follow the green line through the hole and up a narrow slope of rubble—this leads to the collapsed face of a building, completing your current objective.



DESCENT

COLLAPSED
BUILDING

COLLECTIBLE CHECKLIST

☒ Maneki Neko Cat #3



As you reach the top of the rubble pile, Alice chimes in with a brief tutorial on the use of Hold and Advance orders (when playing with an AI partner). Mastering these orders is essential to surviving the next sequence. Pay close attention and prepare to put Alice's advice into action. Note that these orders only work when playing with an AI partner.

MAP LEGEND

- Insertion Point
- Cash
- Civilian
- Maneki Neko Cat
- Radio
- Supply Crate
- Weapon Upgrade
- End of Chapter

NEW OBJECTIVE:

ESCAPE THE COLLAPSING BUILDING

REWARD: NONE

THE BUILDING COULD COLLAPSE AT ANY MOMENT. FIGHT YOUR WAY DOWN TO THE NEXT STABLE STRUCTURE.

PRIMA OFFICIAL GAME GUIDE



Following Alice's briefing, a distant skyscraper takes a direct hit and topples into a neighboring building. As if escaping this high-rise death trap isn't difficult enough, the path ahead is packed with mercs. Immediately dive behind cover and take stock of your surroundings. These waist-high concrete abutments create a mazelike environment. But they also provide excellent cover as long as you remain crouched. Take this opportunity to tag incoming mercs on your GPS.



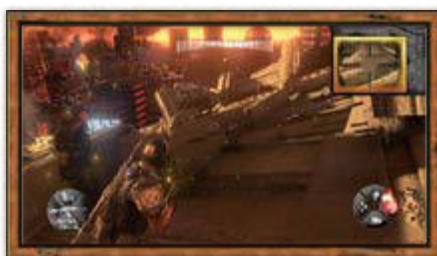
Hold your current position and open fire on the nearby enemies. It's important to eliminate as many hostiles as possible from

this location before attempting an advance. Order your teammate to hold and draw Aggro. Once your partner has the enemy's attention, peek out of cover to take aimed headshots.

As the incoming threats dwindle, put Alice's plan into action. Leave your teammate

holding on the east side of the collapsing

building while you head to the west side. This will allow you to sweep the building from north to south without giving the enemy a chance to flank you.



Once on the west side, cautiously advance south, probing for enemy contact. Be ready to dive behind cover if you come under

fire. Instead of engaging threats on your own, tag them and let your teammate snipe them from long range. If the target is tagged, your teammate can see them through their GPS interface.



If you move too far ahead, your teammate won't be able to support you. Therefore, as you advance along the building's west side, issue an Advance order to your teammate, prompting them to move along the east side. Constantly turn to the east to see where your teammate is, and issue a Hold order to make them stop. The idea is to keep parallel with each other during this advance. This allows you to form a solid line during the sweep to the south, preventing the enemy from flanking either of you. You may not be able to see your teammate during this advance, but you can still see the circular icon above their head. Make sure this icon is not too far ahead or too far behind.



During your advance, look for a dropped RPG along the roof's west side. Grab this weapon and target large clusters of enemies to the south. The RPG isn't a very accurate weapon, so aim for your target's feet to maximize splash damage. Be aware that firing this rocket launcher will cause you to draw some serious Aggro, so be ready to duck behind cover. While hiding, tag enemies for your teammate, giving them the chance to snipe your oppressors. As your teammate draws full Aggro, peek out of cover and fire another rocket. Repeat the process until the RPG is out of ammo. Time to move on.



As long as enemies are moving toward your position, don't advance. Find a nice piece of cover and take turns drawing Aggro.

When your teammate has drawn Aggro, equip your sniper rifle and pick off as many targets as possible with

headshots. This will cause you to draw Aggro, so watch the meter at the screen's top to determine the right time to duck behind cover. As the hostiles fire at you, your teammate can go to work on the survivors.



Wait until no more enemies are visible before resuming the southward advance. Be sure to issue the same Advance and Hold orders

to keep your teammate parallel with your position. If you see enemies advancing toward your teammate, issue a Hold order and tag the hostiles. You may be able to see threats your teammate can't and vice versa, so use the GPS interface to keep your teammate informed of all the threats you can see.

The western and southern paths converge at this dead end to the south, where more enemies are holed up, including a sniper. Stay behind cover while moving toward this area, and tag all visible threats. By attacking simultaneously from the east and west, you can really put the pinch on the enemy. Alternate your firing patterns to keep the enemies guessing.



You'll know the area is clear when the dramatic music fades out. Take this opportunity to grab cash and ammo off the dead.

Feel free to backtrack all the way to the north. Once you've cleared this areas, no more hostiles will show up. When you're finished looting this area, proceed to the southwest corner of the collapsed building to enter a heavily damaged office floor.



Maneki Neko Cat #3: In the northwest corner of the office area, look out the window to spot another Maneki Neko Cat resting on a windowsill. Blast it to mark it off your list.



Proceed to the southwest corner of the collapsed building to access another stairwell. If you haven't already, order your teammate to regroup and descend the stairs. As you near a gap in the stairs, a cutscene is triggered in which Salem and Rios take turns jumping onto the next landing. After the cutscene, proceed to the bottom of the stairwell and step through a hole in the wall.



CO-OP TAKEDOWN



Communication is vital during this advance, especially when you're separated. Still, it's important to advance along

the eastern and western sides simultaneously. If you get pinned, grab some cover and tag the enemies that are shooting at you while asking your buddy for assistance. Once the enemies are tagged, your friend will have an easier time spotting them from the opposite side of the building. Keep pushing south and resist the urge to regroup until you reach the end. Hit the remaining hostiles from both sides to catch them in a crossfire.

PRIMA OFFICIAL GAME GUIDE



The GPS's green line leads you to this door. But don't bust it open—a hostile is waiting on the other side. Instead, stand opposite the

door with your weapon at the ready and order your teammate to push it open.

As the door opens, a merc officer rushes into view and takes your teammate hostage. Quickly aim at the officer's head

to end this hostage crisis. Be careful not to hit your teammate in the process. If you're quick, you can kill the officer just before he grabs your buddy.



CO-OP TAKEDOWN



If you're the one opening the door, crouch and take cover along the right side while your buddy aims directly at the

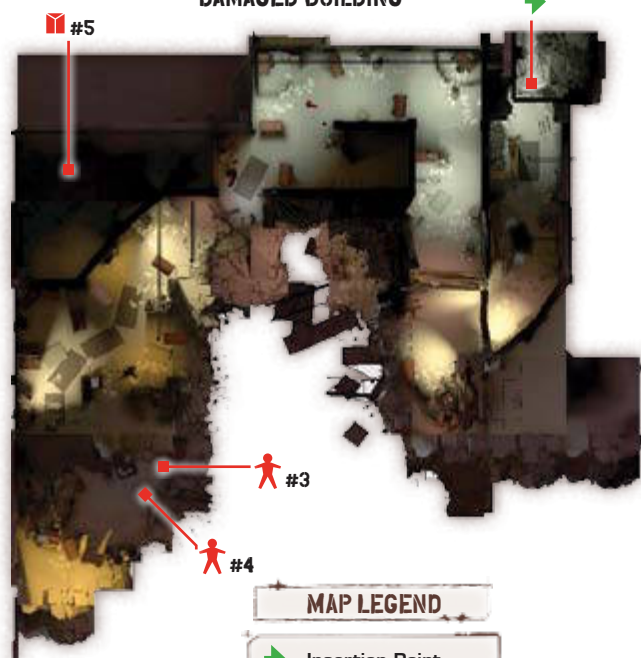
door. As you push the door open, backpedal to give your friend plenty of space to mow down the officer. This guy's not taking any hostages!



The hall ahead is clear. But it's also a dead end. Look for the hole in the floor on the south end and drop down to the floor below.

VERTIGO

DAMAGED BUILDING



MAP LEGEND

- Insertion Point
- Cash
- Civilian
- Maneki Neko Cat
- Radio
- Supply Crate
- Weapon Upgrade
- End of Chapter

COLLECTIBLE CHECKLIST

<input checked="" type="checkbox"/>	Civilian #3: \$15,000
<input checked="" type="checkbox"/>	Civilian #4: P90 SMG
<input checked="" type="checkbox"/>	Weapon Part #5: Z1 Muzzle Reducer



As you round the corner in the next hall, a cutscene shows two civilians held hostage by a merc officer and a grunt. Unfortunately, a large gap in the floor prevents you from getting any closer, so you'll need to attempt the rescue from long range with a co-op snipe.



Time is ticking, so get into position at the floor's edge and equip your sniper rifle. Activate your GPS and quickly tag the two hostiles and the two civilians. Meanwhile, the officer pulls the male civilian to his feet and escorts him toward the edge of the building. You need to act fast before he pushes the civilians over the edge!

With your sniper rifle in hand, aim at the grunt on the left, centering his head in the middle of the weapon's scope. Meanwhile, your



buddy will automatically target the officer, as indicated by the small window in the screen's top right corner. Once your aim is set, squeeze the trigger. Your teammate fires at exactly the same time as you, killing the officer. Co-op sniping is useful in situations like this where you must hit two targets simultaneously. Perform five co-op snipes to earn the Co-op Sniper Achievement/Trophy.



Civilians #3 and #4: The civilians are too far away for you to interact with, but they are automatically saved by your prompt actions. Saving Louis Fourie earns you \$15,000, and saving Ping Hu nets you the P90 SMG. Positive morality is also awarded for saving these two civilians, boosting the Morality meter.



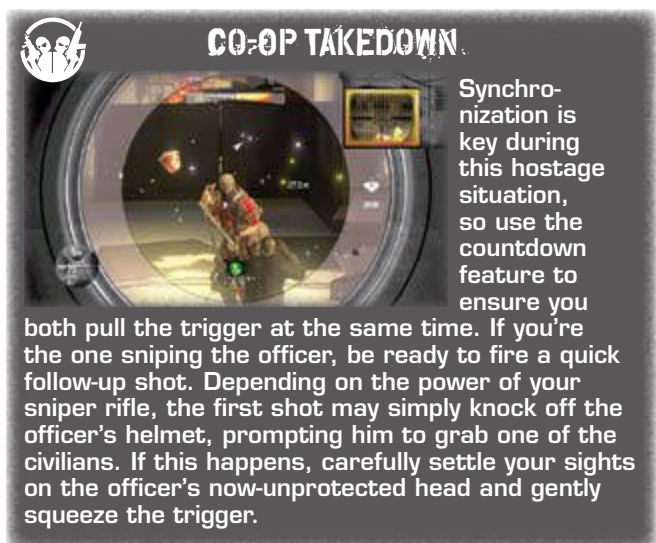
Soon after you save the civilians, several mercs burst through a wall on a lower floor to the northwest—you need to reach

this hole in the wall. But given the massive hole in the building's center, it won't be easy to reach this exit point. Turn to the wall on the right and have your buddy offer you a step-jump. However, as your teammate hoists you to the floor above, the ground gives way beneath his feet, causing him to fall into the floor below. You're now separated. You need to advance to the building's west side while your teammate provides cover from the east.



WHEN PLAYING CO-OP, DON'T TAKE THIS STEP-JUMP LIGHTLY. THE PLAYER WHO IS LIFTED MUST ADVANCE ON THEIR OWN. WHILE THE OTHER PLAYER PROVIDES COVERING FIRE. IF YOU WANT TO ADVANCE, ACCEPT A STEP-JUMP FROM YOUR FRIEND. OTHERWISE, GIVE YOUR FRIEND THE BOOST UP AND PREPARE TO COVER THEIR ADVANCE.

Stow your sniper rifle in favor of an assault rifle or shotgun, then begin moving east. Be prepared to face a few threats at close range, so look for cover. As you move east, order your teammate to hold and draw Aggro.



CO-OP TAKEDOWN

Synchronization is key during this hostage situation, so use the countdown feature to ensure you

both pull the trigger at the same time. If you're the one sniping the officer, be ready to fire a quick follow-up shot. Depending on the power of your sniper rifle, the first shot may simply knock off the officer's helmet, prompting him to grab one of the civilians. If this happens, carefully settle your sights on the officer's now-unprotected head and gently squeeze the trigger.

PRIMA OFFICIAL GAME GUIDE



Take cover behind this desk and start tagging mercs for your teammate. You have a much better vantage point on the hostiles from this angle, so relay this targeting information to your buddy. This makes it much easier for your teammate to spot targets while sniping from the east. It's also a good way to keep track of the remaining hostiles on this floor.



As the mercs turn their attention to your teammate, peek out of cover and open fire on your distracted enemies. Take the time to aim and score headshots. As you draw Aggro, duck back down behind the desk and wait for the enemies to turn their attention back to your teammate on the building's other side. Continue repeating these tactics until all the hostiles on this floor are down for good.



Cautiously advance to the floor's south side, utilizing cover along the way. There may be a few survivors lurking about, so don't

let your guard down. At the south end of the floor is a concrete slab, serving as a ramp to the lower level. Order your teammate to hold and lay down covering fire while you make the transition.



CO-OP TAKEDOWN



If you're the one providing covering fire for your buddy, focus your fire on the ramps. The hostiles are not

spawned on the floors to the west. Instead, they enter through the hole in the wall several floors below. From there, they must climb to the upper-level floors using the same ramps your buddy must traverse to descend. So watch for enemies moving up the ramps and mow them down. The ramps are brutal choke points, allowing you to score tons of kills. The automatic fire of an assault rifle is preferable to a slow-firing sniper rifle in these situations. Completely saturate the ramps with heavy fire and watch the bodies pile up. This allows your friend to advance without facing heavy opposition.

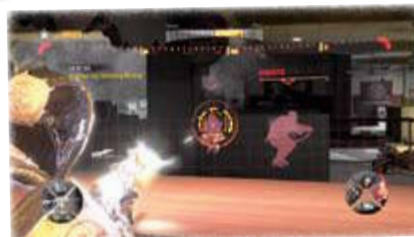
From the ramp, turn north and dash behind a desk for cover while your teammate distracts the hostiles on this floor. Once



again, activate your GPS and tag all the enemies on this floor. One of the grunts is equipped with a shield. Try to pick him off while he's facing your teammate. This shield will come in handy later. Hold this position as more and more enemies advance from the north. You have them caught in a brutal crossfire, so keep up the pressure.



TIP



SOME OF THE ENEMIES ON THIS FLOOR USE THE CUBICLE PARTITIONS FOR COVER. WHILE THESE PARTITIONS HELP CONCEAL THEIR

POSITION, THEY OFFER NO PROTECTION. ACTIVATE YOUR GPS TO SEE WHERE THESE GUYS ARE HIDING AND SIMPLY FIRE THROUGH THE PARTITIONS TO TAKE THEM OUT. ALSO, DON'T MAKE THE SAME MISTAKE. USE THE DESKS OR CONCRETE PILLARS FOR COVER.



Once the floor is clear, search the bodies for ammo and cash. But you're not out of this battle yet. There's still two more floors to go. Grab the

shield off the grunt you killed earlier and make your way to the ramp on the floor's north side. Before moving down the ramp, order your teammate to advance. Issue a Hold order once your teammate is on the floor directly across from you.



While your teammate provides fire support from the east, descend the ramp, keeping the shield facing west at all

times. The shield blocks all incoming rounds, giving you the chance to reach the desk at the bottom of the ramp for more permanent cover.

Before ditching the shield, pick off a few of the mercs with headshots from your pistol. Even while aiming your pistol, the shield offers excellent protection, giving you the chance to return accurate fire without lethal consequences. Continue using the shield and your pistol in this corner of the floor until the shield is nearly destroyed. At this point, drop the shield and take cover behind the desk.



Let your teammate build Aggro as you hide behind the desk and tag enemies. Once the enemies aren't shooting at you, peek over the desk and engage them. The tables and low walls on this floor offer much better protection than the cubicle partitions on the floor above. Therefore, you'll need to wait for these guys to expose themselves before you can target them with direct fire. Grenades can also be useful here.



Weapon Part #5:

Once this floor is clear, search the north side for this package sitting on a reception desk near the elevators. This contains the Z1 Muzzle Reducer weapon part.

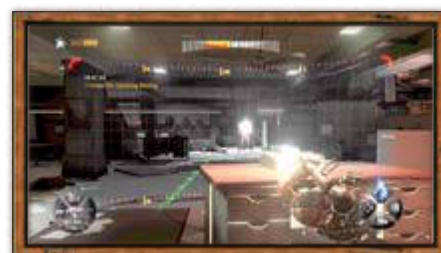


Head to the floor's southwest corner to find another concrete ramp leading down to the next floor. Before moving out, turn east

and order your teammate to advance. Watch as he moves down to the next floor on his side of the building. Issue a Hold order, then rush down the ramp on your side of the building.

As you reach the next floor, turn east and roll behind this desk for cover.

A mounted gun is positioned directly to the north. While hiding, tag the gunner for your teammate, then fire your weapon over the desk to get his attention. While the gunner fires on you, your teammate can snipe him through the partition on the gun's east side. But if you haven't tagged the gunner, your teammate won't be able to see him.



CO-OP TAKEDOWN



If you're the one covering from the east, you need to have your buddy tag the mounted gunner. Once tagged, the

gunner appears on the GPS interface, just on the other side of this cubicle partition. Equip your sniper rifle and aim at the gunner's head. Squeeze the trigger to send a single bullet through the partition and into the gunner's head, effectively silencing the mounted gun and allowing your teammate to advance. Once the gunner is down, flank the grunts carrying shields.

PRIMA OFFICIAL GAME GUIDE



While your teammate deals with the gunner, focus on the two grunts equipped with shields—they're moving directly toward your position. Before they get too close, toss a grenade between them so the blast hits them from behind. If they see the incoming grenade, they may rotate their shields to protect themselves from the blast. This gives you the chance to shoot them in the back.



Once the gunner and two shield-carrying mercs are down, the floor is clear. Now move north, beyond the mounted gun, and turn right to spot this column of rubble. Interact with it to push it down, creating a makeshift bridge to the building's eastern side. Now you can finally regroup with your teammate. Give the Regroup order and advance through the hole in the wall to the north.

MURRAY



MAP LEGEND

- Insertion Point
- Cash
- Civilian
- Maneki Neko Cat
- Radio
- Supply Crate
- Weapon Upgrade
- End of Chapter

COLLECTIBLE CHECKLIST

<input checked="" type="checkbox"/>	Weapon Part #6: E2 Muzzle Enhancer
<input checked="" type="checkbox"/>	Radio Transmission #5
<input checked="" type="checkbox"/>	Supply Crate #2: \$10,000
<input checked="" type="checkbox"/>	Cash: \$15,000
<input checked="" type="checkbox"/>	Civilian #5: \$10,000



Follow the hall past the elevators and into the adjoining corridor to the right. The path ahead is blocked by rubble. Use a step-jump to

reach the floor above. This time the floor holds, allowing you to stay together.



Weapon Part #6: Step through the hole in the wall to the left and approach this desk to find another package containing a weapon part. Grab it to add the E2 Muzzle Enhancer to your collection. Order your teammate to hold near this desk.



An open supply crate is located to the east side of this hall. But as you approach, three mercs pop out of cover and order you to

surrender. Initiate a Mock Surrender and drop to your knees when ordered to do so. Your teammate remains hidden, allowing him to snipe once you initiate the Quick Draw.

Before initiating a Quick Draw, aim at the officer on the room's right side, centering the reticle on his head. Once you're ready,



open fire with your pistol. Knock the officer's helmet off with your first shot, then follow through with a second round to punch his ticket. Pan your aim left, and help your teammate gun down the two remaining grunts. Now you're free to loot this room.



Radio Transmission #5: Grab the radio on the desk to the right first. This adds Transmission 5 to the Radio Log.



Supply Crate #2: Now turn to the open supply crate and interact with it to acquire \$10,000. While you're busy collecting loot, Alice checks in, but her signal is garbled. Still, it sounds like she's in trouble. Better find her soon!

NEW OBJECTIVE:

FIND MURRAY

REWARD: NONE

GPS LOCATOR SHOWS MURRAY IS IN A BUILDING VERY CLOSE TO THIS LOCATION. FIND A WAY TO GET ACROSS TO THE NEXT BUILDING.

RIOS'S NOTES



These attacks are focusing on civilian institutions as well as possible military sites. This is not normal military behavior. This attack is targeting the people of Shanghai.



PRIMA OFFICIAL GAME GUIDE



You're not far from the consulate, and the path ahead is free of hostiles. Pass through the empty office to the south,

then hop through the hole in the wall to access another stairwell. This time, climb the stairs until you spot another hole in the wall on the right. This leads into the consulate's locker room.



Advance through the locker room, and follow the hall to the left. Step through the open door on the left to enter this security room. It looks like the mercs have already paid these unfortunate guards a visit. As you press deeper into the room, a cutscene is triggered, initiating another Co-op choice.

CO-OP CHOICE #2

As Salem and Rios enter the consulate's armory, they spot an open weapons locker filled with high-end firearms—these



could come in handy. Suddenly, a security guard enters the room and threatens to shoot if Salem and Rios don't return the weapons. But the security guard looks more scared than determined. What do you want to do?

CHOICE: TAKE WEAPONS



If you choose to ignore the security guard's threats and take the weapons, Salem approaches the guard and slaps his gun away. But the security guard's pistol discharges, causing the bullet to ricochet off a locker and strike him in the side of the head. Oops.

Your choice results in extreme negative morality, causing the Morality meter to make an abrupt drop. However, it's not all bad news. Taking the weapons adds the M 416 and HM Shotgun to your arsenal—this is the only way to acquire these two weapons. Still, the concluding montage ends on a downer, as the dead security guard's wallet and gun are found by his child.



CHOICE: RETURN WEAPONS



If you can live without the M 416 and HM Shotgun, consider returning the weapons. As Rios returns the weapons to the locker, the security guard holsters his pistol and tells the guys he's just doing his job.



While you earn extreme positive morality for your decision, the following montage may give you pause. It shows the security guard waiting around, constantly checking his watch. It soon becomes clear what he's waiting for. A group of mercs enters the

armory and forks over a bag filled with cash in exchange for the same weapons Salem and Rios were trying to take.



Cash: Before leaving the armory, turn to the room's south side to spot this pile of cash. Grab it to add \$15,000 to your account.

CONSULATE ASSAULT



It's time to find Alice. Exit the armory and pause in the next hall; you hear voices in the next room. Take cover along the door's right

side and gently push it open. Here you see two grunts threatening a consulate employee. You need to act quickly before they execute him!

Crouch to quietly creep through the doorway, sneaking up on the nearby grunt. Grab him from behind and take him hostage. This



causes the other grunt to surrender and drop to his knees. Order your teammate to tie up the kneeling grunt while you subdue your own hostage. Using nonlethal tactics here earns you positive morality.



Civilian #5: Once you've tied up the two grunts, interact with the consulate employee, Marius Piennar, to save him. You're rewarded with \$10,000 and positive morality. The man's ID Card is also added to your collection.

Soon after saving the civilian, several mercs storm this lobby, entering from the south.

Immediately take cover near the counter, and peek around the left side of this pillar. From this position, you can pick off the hostiles as they enter the room. As you draw Aggro, order your teammate to advance to the lobby's south side to help halt the attackers at the room's entry point.



As your teammate reaches the lobby's south side, issue a Hold order.

Now you can move to the south while your buddy provides cover. As you near the hall in the southeast corner, take cover and watch for more hostiles approaching from the atrium. Blind-fire around the corner to suppress the enemies, forcing them to dive behind cover. Meanwhile, order your teammate to grab one of the ceremonial masks off the wall to use as a shield.



Once your teammate has a shield, step up behind him and issue an Advance order. This causes him to move east, toward the

consulate's atrium. As he moves out, engage the hostiles you encounter in this short hallway near the elevators. Feel free to take aimed shots during this advance—the shield will protect you.

Your goal is to reach the stairwell on the atrium's south side, so keep moving. Expect heavy resistance in this area.

However, as long as your teammate keeps the shield facing north, you can avoid taking heavy damage. Just watch for enemies attempting to flank you from the east or west. Grunts may also try sneaking up on you from the southern stairwell, so keep your head on a swivel.



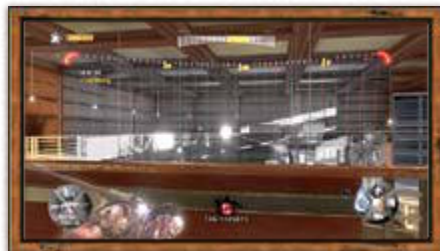
PRIMA OFFICIAL GAME GUIDE



DURING THIS ADVANCE, MONITOR THE SHIELD'S HEALTH. IF IT BEGINS TO FAIL, EITHER RUSH INTO THE SOUTHERN STAIRWELL OR RETREAT BACK TO THE HALLWAY BY THE ELEVATORS. YOU FIND ANOTHER CEREMONIAL MASK HERE: USE IT AS A SHIELD.



safe to ditch the shield. But don't let your guard down—mercs may attack from the steps and landing above, so be ready for some close-quarter fighting.



At the top of the steps, rush out onto the upper-level walkway surrounding the atrium. Immediately take cover behind the wood paneling below the walkway's railing. There are most likely several mercs on the ground below, as well as one manning a mounted gun on the walkway to the north. Tag the gunner first and take him out before dealing with any threats on the floor below.

You don't need to eliminate every threat before proceeding to the consulate building, where Alice is being held in the ambassador's office. When the incoming fire has been minimized, order your buddy to regroup and rush toward the gate in the hallway to the west. Have your teammate help you open it.



Alice is being held in the ambassador's office to the east, guarded by several mercs. Before moving out, equip the P90 SMG you acquired by saving Ping Hu, the fourth civilian. Customize the P90 by attaching a suppressor to the end. The Soda Can Silencer you found earlier works well, but the X12 Silent Storm is an even better choice—and you can easily afford it.

As you near the stairwell, your teammate backs up into the doorway, keeping the shield facing north. Once in the stairwell, it's

At the top of the steps, rush out onto the upper-level walkway surrounding the atrium. Immediately take cover behind the wood paneling



Purchase your new suppressor and back out of the Weapon Customization screen. Next, access the weapon wheel and make sure the new silencer is equipped. The silencer icon in the top right turns red when this is equipped.



With your customized P90 in hand, head down the hall and turn left at the intersection. A brief cutscene gives you a glimpse of the

office where Alice is being held. Pay close attention, as this brief clip reveals vital intel. Alice is sitting behind the desk at the office's far west side. She's joined by three mercs standing guard. A fourth merc patrols the hallway outside the office. Got it? Time to stage a rescue.

With your teammate following closely behind, crouch and advance down the hallway to the west, taking cover behind the couch opposite the ambassador's office. From this position, you can tag the hostiles inside the office. But don't linger—you need to take out that patrolling merc.



Order your teammate to hold at the couch, then creep to the north to find that patrolling merc. When he stops to look at this counter, aim at his head and drop him with a short silent burst. When taking this shot, be very careful—don't let any bullets hit the wall. Any errant shot can alert the mercs inside the office, putting Alice at risk. Eliminating this guy allows you to focus on the remaining three mercs in the office.





With your buddy still holding near the couch, walk through the office's eastern door and prepare to initiate a Mock Surrender. This wisely turns the mercs' attention toward you and away from Alice. Comply with the officer's commands, dropping to your knees when ordered.



Wait until the officer radios his superior before initiating the Quick Draw. Order your teammate to advance as you draw your pistol.

As usual, the officer is your first target. Put a bullet right through his head, then focus on the two remaining grunts. If you act quickly and fire accurately, you can eliminate all three hostiles while time is slowed.



WATCH YOUR FIRE WHEN CLEARING THE OFFICE. IF A STRAY ROUND HITS ALICE, SHE'LL DIE, FORCING YOU TO RESTART FROM THE LAST CHECKPOINT.



CO-OP TAKEDOWN



There are several ways to assault the office, but there's a safer way to save Alice. Have your friend silently eliminate the patrolling merc outside the office. Once he's down, hide behind the couch and wait for the officer to stand in front of the eastern doorway with his back turned to you. Sneak up behind him and take him hostage to make the remaining grunts surrender. Ask your friend to tie up the grunts while you bind the officer. With this approach, you can avoid firing bullets in the office, giving Alice (and everyone else) a better shot at survival. Plus, you gain positive morality for letting the three mercs in the office live.

Once the office is clear, a cutscene shows Rios freeing Alice while Salem hands her a pistol. The guys are full of questions, but Alice promises to fill them in once they reach a safer location. For now, you just need to get out of here alive.



CONSULATE ESCAPE

NEW OBJECTIVE:

FOLLOW MURRAY

REWARD: NONE

MURRAY KNOWS A FASTER WAY TO THE GROUND FLOOR. FOLLOW HER TO THE CRANE. AND KEEP HER ALIVE.

SALEM'S NOTES



Murray says the invading force is a collection of affiliated PMCs (private military companies)—the evil version of ourselves, basically. They're working purely for money and are following orders without questioning them. There must be someone calling the shots, though. Someone with a bigger plan.



A counterattack is under way as soon as Alice is freed. Order your teammate to hold inside the office with Alice while you exit through the

northern door. As your teammate and Alice draw Aggro, advance along the northern hall and flank the incoming hostiles, mowing them down with your P90 as they gather outside the office's eastern doorway. The silenced P90 draws much less Aggro than other weapons, making it easier for you to remain concealed, even after you've perforated a few mercs.

When the path is clear, Alice darts out of the office and heads east, back toward the atrium. Order your teammate to regroup, then follow Alice. The surrounding offices may not be entirely clear, so watch your northern and southern flanks while advancing down this hallway. Alice opens the security gate and dashes toward the atrium. Follow her!



PRIMA OFFICIAL GAME GUIDE



As you advance, a cutscene is triggered. You watch a helicopter crash into the atrium, creating a large hole in the floor's northeast corner—this is your way out!

But don't rush downstairs just yet. Stay on the atrium's upper walkway, moving to the northern side. Order your teammate to man the mounted gun to help suppress the mercs on the floor below. The mounted gun draws heavy Aggro, giving you the chance to flank.



Turn to the southern staircase and watch for a Shotgunner heading in your direction. Keep your distance and center your

aiming reticle on his helmet before opening fire. Once his helmet flies off, all it takes is a single headshot to bring down this heavy soldier. But don't let your guard down. He has a buddy on the floor below.



While your buddy continues pumping lead into the lower floor with the mounted gun, stay on the upper-level walkway and scour the floor for the other Shotgunner. Once you spot him, equip your sniper rifle and center his head in your sights. Even with a sniper rifle, it takes two shots to bring this guy down: one to knock off his helmet and another to pop his head like a balloon. After killing the Shotgunner, hold on the upper-level walkway and snipe any other hostiles on the floor below.



The path to the northern stairs is obstructed, so descend to the atrium's floor via the southern staircase. Alice leads the way; don't let her get too far ahead of you. If you haven't already, order your teammate to regroup.

Alice leads you directly to the hole in the floor created by the downed chopper. Along the way, grab ammo and cash off your victims. Alice will be okay on her own. When you've collected your fair share of booty, move to the northeast corner and drop through the hole in the floor.



CO-OP TAKEDOWN



When playing Co-op, don't use the mounted gun. It offers no protection from incoming fire. Instead, grab the ceremonial mask off the wall (opposite the ambassador's office), and use it as a shield. Hold in this corner near the southern staircase and wait for the two Shotgunners to come to you. As long as you're both behind the shield, these guys can't hurt you. While your buddy holds the shield, fire over the top to shoot these guys in the head. Ditch the shield once both Shotgunners are dead, and clear the rest of the atrium from the upper walkway.

THE FASTEST WAY DOWN

CONSTRUCTION SITE



MAP LEGEND

- | | | | |
|--|-----------------|--|----------------|
| | Insertion Point | | Radio |
| | Cash | | Supply Crate |
| | Civilian | | Weapon Upgrade |
| | Maneki Neko Cat | | End of Chapter |

Follow Alice through the damaged offices until you reach a large construction crane. Alice climbs up to the crane's control booth and orders you to get on the platform—she's going to lower you to the ground. Move to the platform's east side, and wait for Alice to move a concrete slab near the railing. Salem and Rios automatically climb onto the slab.



BEFORE CLIMBING ONTO THE SLAB, CONSIDER TRADING YOUR P90 FOR A WEAPON WITH A HIGHER DAMAGE RATING. ALSO CONSIDER SWAPPING YOUR SHOTGUN OUT FOR AN ASSAULT RIFLE.



Once on the slab, turn to the north and look over the edge—three mercs are on the unfinished building below. Target the red gas canisters to trigger an explosion, killing all three enemies. Look out for more red canisters like these during the descent.



When you reach the small office below the atrium, Alice takes a time-out to fill you in on what she knows. From what she can

gather, the invading forces aren't part of any national military. Rather, they appear to be separate groups, operating independently of one another. She says the mercs invading the consulate were searching for specific people, working off some kind of list. Salem and Rios appear to be part of that list, probably due to their role in the attack's initial setup.

NEW OBJECTIVE:

STAY ALIVE

REWARD: NONE

WHO SAID THIS WOULD BE EASY? SURVIVE AS MURRAY LOWERS THE CRANE PLATFORM TO THE GROUND.

RIOS'S NOTES



Murray thinks a nearby crane might be faster than trying to get down on foot, and the power will work, unlike the elevator. We're going to try it, but I don't like the idea of leaving Murray alone, even though the structure seems solid and the enemy has been eliminated.

PRIMA OFFICIAL GAME GUIDE



As the platform begins its descent, Salem and Rios initiate a back-to-back stance. During this sequence, you can rotate 360 degrees

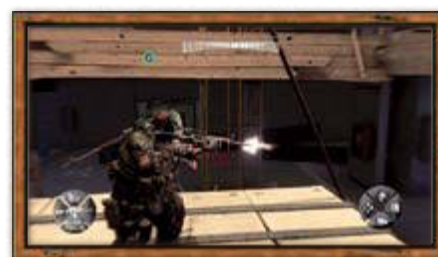
and engage enemies on the unfinished buildings. Don't worry about conserving ammo or reloading, as you have unlimited ammo during this sequence. However, recoil is still a factor, so refrain from holding down your weapon's trigger. Instead, fire in short controlled bursts for improved accuracy.

Pay close attention to the red half-circle icons that appear in the screen's center. This indicates the direction in which you're taking fire. Turn in the direction of the shooters to eliminate the threat. When possible, target red canisters to neutralize multiple mercs with one fiery explosion.



RPGs are your biggest threat during this descent. When an RPG is fired, either Salem or Rios will call it out. The first RPG rocket fired

is always a miss. But if you let the shooter fire a second rocket, it may hit the platform, bringing a quick end to your descent; therefore, locate the RPG-firing mercs as quickly as possible. When necessary, follow the black rocket contrail back to the shooter—this is the quickest way to find these guys.



Alice maneuvers the platform down into the elevator shaft of an unfinished building. The incoming fire decreases dramatically when

you enter this structure, but don't let your guard down. There's still a few mercs lingering inside this building—and they attack at close range. Keep rotating to scan your surroundings for threats until the platform comes to a stop.

HIGHWAY

HIGHWAY



MAP LEGEND

	Insertion Point		Radio
	Cash		Supply Crate
	Civilian		Weapon Upgrade
	Maneki Neko Cat		End of Chapter

COLLECTIBLE CHECKLIST

<input type="checkbox"/>	Cash: \$25,000
<input type="checkbox"/>	Maneki Neko Cat #4

As the platform ends its descent, turn to the wall to the east. There doesn't appear to be any exits in this room. Suddenly a bus crashes through the wall, creating an exit for you.



NEW OBJECTIVE: ELIMINATE THE INVADING FORCE

REWARD: NONE

THERE ARE STILL REMNANTS OF THE INVADING FORCE ON THE HIGHWAYS. ELIMINATE THEM AS YOU SEARCH FOR A WAY TO THE GROUND.

SALEM'S NOTES



Solid ground. Sweet, beautiful dirt. It seems we're safe from collapsing buildings for now, but there are still plenty of guys with guns. We've managed to pillage some useful parts though to improve our arsenal. We may get through this after all.



Approach the hole in the wall where the bus crashed through, and take cover on the right side. As you near the hole, several

mercs on the highway below open fire. Activate your GPS and tag them while equipping your sniper rifle. Peek out around the corner and pick off one target at a time, scoring headshots. Hold this position and take out as many threats as possible before advancing.

Once you've eliminated several threats on the highway, dash through the hole in the wall, rushing down the concrete ramp to the road. Take cover behind one of the cars at the ramp's base, and look for more hostiles to the north. Some may be inside the jackknifed trailer. Tag targets while hiding behind cover, then aim over the top of the car to engage.



Fight your way north along the highway, leapfrogging from one piece of cover to the next. Order your teammate to hold while you advance and vice versa. But as you get close to the enemies, watch out for incoming grenades. If a grenade is tossed near you, a red grenade icon appears in the screen's center, with an arrow pointing to where the grenade has landed. Dive in the opposite direction of the arrow before the grenade explodes. If you're injured by a grenade, call for help and try to fend off any attackers with your pistol until your buddy can heal you.



At the north end of this section of highway, look for an overturned white trailer, next to the flaming tanker truck. This trailer serves as

a makeshift stairwell, allowing you to access the stretch of road beneath.



Drop out of the end of the trailer, and immediately take cover behind the blue truck's cab as more hostiles attack from the south. Order

your teammate to hold at the cab. Wait for him to draw Aggro, then move east to flank.

Take cover behind the green compact car to the east, and tag targets for your teammate. This is also a good opportunity to snipe a few hostiles, particularly the ones carrying shields. Wait until they're focused on your teammate, then hit them from the side. Also, watch for more hostiles positioned in the white trailer to the south.



PRIMA OFFICIAL GAME GUIDE



Next, advance to the overturned black car near the trailer. This time, draw the attention of the hostiles by blind-firing over the car's top. Once you have acquired full Aggro, order your teammate to advance. Continue firing at the enemies to hold their attention while your buddy flanks them.



There are probably a few more hostiles hiding behind the white trailer. Have your teammate hold and draw Aggro while you circle

around the trailer's east side, taking these mercs by surprise; either gun them down or move to close range to score melee kills.

Once this span of highway is clear, turn to the east side and look for this ambulance stuck on a collapsed catwalk. Have your teammate help you push the ambulance out of your way. Now you can use the catwalk to reach the next level of highway.



Drop off the catwalk's end and turn south to spot another group of mercs. Dive behind the green compact car for cover and begin

tagging targets. Also tag the hostiles hiding behind the Shanghai Zoo sign, just above the roadway. These road signs may provide concealment, but they offer lousy cover. Simply shoot through the sign to hit the enemy hiding on the other side.



Cash: Once the roadway is clear, turn around and approach the catwalk you dropped down from. At the road's north end is a pile of cash worth \$25,000. Grab it and continue your journey to the south.



Maneki Neko Cat #4: This chapter's final Maneki Neko cat is located just to the left of the Shanghai Zoo sign. Look up and take aim to add this cat to your collection. Before dropping off the ledge to the south, switch back to your P90 and attach the silencer. You'll need a low aggro weapon to escape the highway.

The tunnel ahead is blocked by a heavy soldier known as the Gatling. Not only is this guy decked out in heavy body armor, but he's also armed with a menacing Gatling gun, capable of spitting out thousands of rounds per minute. A frontal assault is out of the question.





Immediately dive behind this white car for cover—but don't plan to stay here long. The incoming rounds will eventually cause the car to catch on fire and explode. Once behind the car, order your teammate to hold and draw Aggro. You need your buddy to hold the Gatling's attention while you flank.



CO-OP TAKEDOWN



If you're the one tasked with drawing the Gatling's attention, take cover behind this small concrete barricade on

the highway's north side. Use a high-Aggro weapon, such as a shotgun or assault rifle to get this guy's attention while your friend moves to flank. Instead of exposing yourself to the incoming fire, simply hold your weapon out around the barricade's right side and blind-fire in the Gatling's direction. This will hold his attention, giving your buddy a chance to sneak behind him. Just make sure your friend kills the Gatling before he overruns your position.



take cover along its south side, putting it between you and the Gatling.

Once the Gatling is focused on your buddy, dash to the south, leaping over the concrete highway divider. Run toward the white sedan and

Now it's time to put this guy out of commission. As the Gatling advances past your position, aim at the red bag on his back—this contains his weapon's ammo. The aiming reticle turns red when placed over this weak spot. The P90 doesn't inflict a ton of damage, so you may have to fire two full magazines before you see any results. At first the red bag on his back begins smoking. Keep firing until the bag explodes, killing the heavy soldier.



But don't pat yourself on the back just yet. More mercs emerge from the tunnel to the southeast. Move around the front side of the white sedan for better protection and return fire. The cars and flaming wreck at the mouth of the tunnel make it tough to see where the hostiles are hiding, so activate your GPS to locate targets. Once you've located the few remaining hostiles, you can eliminate them with direct fire or grenades.



Before advancing toward the tunnel, visit the dead Gatling's body to grab some cash and ammo. You can even give

his weapon a test. Pick it up and unload a few hundred rounds into the tunnel. You cannot purchase the Gatling gun, but you can pick it up off these heavy soldiers and use it until it runs out of ammo. Unfortunately, you've made it to the end of the chapter, so leave it behind and enter the tunnel.



Stay on the tunnel's right side and look for this red door near the flaming overturned big rig. Interact with the door to end the chapter and

earn A Steep Descent Achievement/Trophy. You've finally made it to the ground. Now you just need to find a way out of the city...



PRIMA OFFICIAL GAME GUIDE

CHAPTER 3: THE ZOO

SOLID GROUND

Location: Hong Qiao Road, Shanghai • **Date:** July 11, 2010 • **Local Time:** 3:12 p.m.



STREETS

COLLECTIBLE CHECKLIST

<input type="checkbox"/>	Civilian #6: \$2,000
<input type="checkbox"/>	Civilian #7: \$5,500
<input type="checkbox"/>	Civilian #8: \$7,500
<input type="checkbox"/>	Radio Transmission #6
<input type="checkbox"/>	Civilian #9: \$7,500
<input type="checkbox"/>	Civilian #10: DE-O.44 Pistol
<input type="checkbox"/>	Radio Transmission #7



It's good to be back on solid ground. At the moment, it's unclear where you are or where you're headed. But one thing is clear: You're still in a war zone. Before moving out, consider visiting the Weapon Customization screen to upgrade your arsenal. You should have plenty of cash by now to purchase a variety of new weapons and extras, like a third grenade slot. Once you're outfitted with new gear, step around the corner to the right and head east.



Soon after rounding the corner, a cutscene shows an out-of-control helicopter carrying an APC (armored personnel carrier) on a towline. It's not long before the APC slams into a nearby building, triggering a barrage of secondary explosions in the alley ahead and sending a thick cloud of dust in your direction. Wherever you are, you haven't reached safety yet.

MAP LEGEND

	Insertion Point		Radio
	Cash		Supply Crate
	Civilian		Weapon Upgrade
	Maneki Neko Cat		End of Chapter



As soon as you regain control, rush forward and take cover behind one of the low yellow walls. Several mercs rush into the alley ahead and open fire, so make sure you're behind cover. Order your teammate to hold and draw Aggro. As the enemies focus on your teammate, peek over the wall and engage the hostiles, scoring headshots to end this firefight quickly. During the fight, Alice checks in with some vague directions—apparently there's a zoo nearby.

NEW OBJECTIVE: ESCAPE GROUND ZERO

REWARD: NONE

BUILDINGS ARE COLLAPSING AROUND YOU AS THE INVADING FORCE CONTINUES TO POUND THE CITY. ESCAPE THE DUST CLOUDS AND FIND A SAFE AREA.

RIOS'S NOTES



As the buildings come down around us, the air fills with dust. It's hard to breathe and harder to see. Murray says if we make it to a nearby zoo, it'll be safe, but that seems like a stretch.

Once all the mercs are down, take Alice's advice and follow the alley to the right. Order your teammate to regroup and help you open this gate.



Note the orange chevron icons above each merc's head and identify the officer.

As you head south in the next alley, a cutscene shows three mercs holding three civilians hostage—they're preparing to shoot them!

Drop to a crouch and advance south, toward the hostage crisis. When the officer is within sight, order your teammate to grab him from behind and take him hostage. Hold back and be ready to shoot the mercs if anything goes wrong.



Once your buddy has a gun to the officer's head, it's only a matter of seconds before the grunts surrender their weapons and

drop to their knees. Approach each kneeling grunt and tie them up. These guys drop M4 assault rifles—if you don't already own one, this is a good opportunity to give the M4 a test drive. As usual, binding the mercs earns you positive morality.



Civilians #6, #7, and #8: Now that the mercs are tied up, free the three civilians by interacting with them. Freeing Wen Xue earns you \$2,000, as well as positive morality. Keep the positivity flowing by freeing Ku Pan, earning you \$5,500, and Ying Kong, earning you \$7,500. This hostage-rescuing business is becoming quite lucrative! Rescuing these civilians also adds their ID cards to your collection.

Radio Transmission #6:

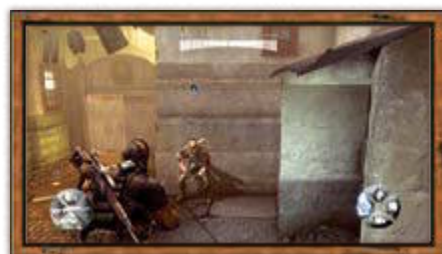
After rescuing the civilians, turn to this nearby butcher shop to the southeast to locate another radio. Grab it to add Transmission 6 to your Radio Log.



PRIMA OFFICIAL GAME GUIDE



Order your teammate to regroup and continue advancing south along the alley. As you round the corner to the east, another hostage situation is shown in a cutscene. This time, two grunts have a couple of civilians cornered. You need to act fast before the thugs execute their hostages. Unfortunately, the path ahead is blocked by a jammed wooden gate—you'll need to find another way around.



To the right of the wooden gate is a balcony, but you can't quite reach the ladder. Have your teammate assist you up to the balcony

with a step-jump. This allows you to reach the ladder and climb up to the balcony.



Once on the balcony, activate your GPS and quickly tag the two grunts and two civilians in the courtyard to the east.

This allows your

teammate to see the targets through the wooden gate. Equip your sniper rifle and get ready to snipe.

Center your sights on the grunt to the right. Even though your teammate doesn't have a direct line of sight because



of the wooden fence, he'll be able to see both targets on the GPS interface. As you target the grunt on the right, he targets the grunt to the left. Don't hesitate. Squeeze the trigger to initiate the co-op snipe, killing both grunts simultaneously. Climb down the balcony's northern ladder and open the gate to reunite with your teammate.



CO-OP TAKEDOWN

When performing a co-op snipe through the wooden gate, always use the countdown feature to synchronize

your shots. If one shot is fired early, the hostages may be executed. So make sure both shots are fired simultaneously on the count of three.



TIP

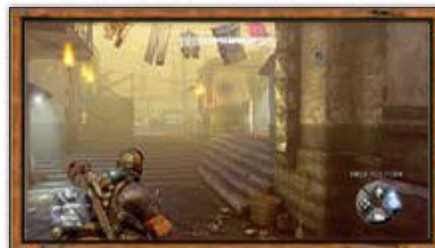


IF YOU HURRY, YOU DON'T HAVE TO SHOOT EITHER GRUNT. SIMPLY CLIMB DOWN FROM THE BALCONY, USING THE LADDER ON ITS NORTH SIDE.

AND OPEN THE WOODEN GATE TO REGROUP WITH YOUR TEAMMATE. ONCE YOU'RE TOGETHER, ORDER YOUR TEAMMATE TO GRAB ONE OF THE GRUNTS FROM BEHIND. THIS ALLOWS YOU TO TIE UP THE GRUNTS AND EARN SOME POSITIVE MORALITY.



Civilians #9 and #10: Regardless of how you neutralized the grunts, approach the civilians and set them free. Saving Chao Pan earns you \$7,500 and some positive morality. But Jojo Gao has a reward even more valuable than money: the DE-O.44 Pistol. Immediately access the Weapon Customization screen and equip this incredibly powerful handgun.



Continue advancing south along the adjoining alley. But as the alley turns west, order your teammate to hold at the

corner—a few mercs are waiting to ambush you, so it's best to leave your buddy behind while you advance. You'll

need some covering fire once the trap is sprung. There's a balcony on the north side of this alley that provides the perfect vantage point for sniping. Have your teammate cover you from this balcony.



As you continue west, two grunts pop out of cover and order you to surrender. Do what they say, initiating a Mock Surrender and kneeling when ordered to. As you surrender, a Shotgunner steps into view and radios his superior for instructions.



Don't wait for the Shotgunner to get his orders. Instead, center your aiming reticle on his head and initiate a Quick Draw. Even with the powerful DE-O.44 in your hand, it still takes two shots to bring down this guy: one to knock off his helmet and the other to puncture his cranium. Make each shot count, because you can't afford to take a shotgun blast at this range. Once the Shotgunner is down, drop the surviving grunts, assuming your buddy has left any alive.



CO-OP TAKEDOWN



While your buddy performs the Mock Surrender, snipe from the balcony on the alley's north side.

From here you can get a great view of the Shotgunner and pull off a quick takedown. Center your sniper rifle's scope on the Shotgunner's head and wait for your buddy to initiate a Quick Draw. Once your friend knocks away the Shotgunner's helmet, squeeze the trigger to score the headshot. Afterward, help your teammate eliminate the remaining grunts while time is still slowed.



You're not far from the zoo now. Collect any ammo and cash dropped by the Shotgunner and grunt, then turn left to spot this gate leading to the zoo's loading dock. Order your teammate to regroup, then work together to open this gate.

As you near the loading dock, Alice informs you that you're just outside the Shanghai Zoo. Apparently the surrounding architecture has blocked the dust cloud hovering over most of the city. She suggests advancing through the zoo while she arranges a pickup on the other side. Follow the green line on your GPS to climb up to the loading dock.



While the loading dock appears deserted, your presence hasn't gone unnoticed. A man named Chan communicates with

Salem and Rios through a monitor on the dock's eastern wall. He seems friendly enough and promises to try and override security to grant you access to the zoo.



Meanwhile, you have more pressing concerns as two APCs screech to a halt outside the gate to the south. Order your teammate

to hold, then take cover behind one of the concrete pillars. Your backs are literally up against a wall in this fight. You need to hold this position on the loading dock until you can enter the zoo.



PRIMA OFFICIAL GAME GUIDE

NEW OBJECTIVE:

SURVIVE THE AMBUSH AND ENTER THE ZOO

REWARD: NONE

CHAN IS TRYING TO OPEN THE GATE FOR YOU, BUT IT MAY TAKE SOME TIME. SURVIVE LONG ENOUGH FOR HIM TO OPEN THE GATE, THEN GET INSIDE.



The APC on the right is equipped with a mounted gun—this is your first target. Quickly aim at the gunner atop the APC before he can zero in

on your location. Once this guy is down, it'll be easier to concentrate on the grunts leaping over the walls.



During the fight, constantly switch camera sides to peer around the left and right sides of your cover. You'll need to monitor the southern and northern flanks throughout the battle to prevent enemies from flanking you. When not firing, take cover and tag new targets on your GPS. This will help inform your teammate of targets they may not be able to spot from their position.



IF THE MERCS GET CLOSE TO THE LOADING DOCK, THEY'LL BEGIN THROWING GRENADES. IF THIS HAPPENS, DIVE Laterally along the dock, north or south, to escape the grenade's blast radius. Whatever you do, don't run or jump off the loading dock—you'll be cut down by incoming fire.

Mercs climb over the western and southern walls, so try to pick them off while they're vulnerable. If they reach the ground, they'll quickly dash behind cover, making them much tougher to hit. Fend off the waves of advancing mercs until Chan opens the loading dock's gate.



Before entering the zoo, scour the battlefield for cash and ammo dropped by the dead mercs. But wait until the incoming gunfire completely

stops before moving out of cover. There may be a few stragglers hiding behind crates, so don't let your guard down.

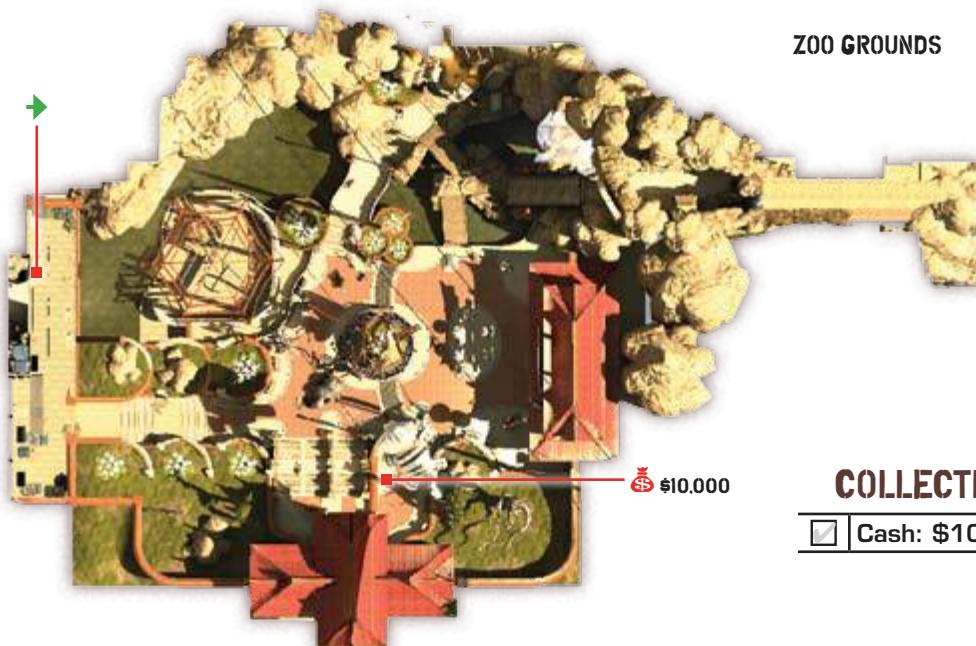
Order your teammate to regroup and enter the open doorway on the loading dock. This leads to a small warehouse filled with boxes and shelves. Maneuver through the clutter toward the structure's east side, where another closed sliding door impedes your progress. Chan chats with you as you wait for him to open the next door. Apparently he's one of the zoo's security guards, and he's very talkative.



Radio Transmission #7: While listening to Chan's lecture, turn to this pile of crates and pallets in the northeast corner of the warehouse to find another radio. Add it to your collection to unlock Transmission 7 in your Radio Log.

FIELD TRIP

ZOO GROUNDS



MAP LEGEND

- Insertion Point
- Cash
- Civilian
- Maneki Neko Cat
- Radio
- Supply Crate
- Weapon Upgrade
- End of Chapter

COLLECTIBLE CHECKLIST

☒ Cash: \$10,000



Chan eventually shuts up and opens the warehouse door, giving you access to the zoo's interior. Exit the warehouse and follow the short

path to the right to enter the zoo's grounds. As Alice promised, the dust cloud seems to have bypassed the zoo. But it isn't exactly untouched by violence, as noted by the dead elephant and crashing jet liner to the east. Fortunately, there are no hostiles in this area, so feel free to look around. The lush surroundings are a nice change of scenery...if you don't mind dead animals.

NEW OBJECTIVE:

NEW OBJECTIVE: FOLLOW THE CABLE CAR

REWARD: NONE

CHAN HAS SET THE ZOO'S AUTOMATED CABLE CAR IN MOTION. FOLLOW IT THROUGH THE AUTOMATED DOORS TO PROGRESS.

SALEM'S NOTES



We met a guy named Chan who used to run security for the zoo. He's helping us through but he seems mad as a hatter. He also claims the leader of the group is a man named Jonah. Who is Jonah?



Cash: Before proceeding to the cable car's loading platform, turn to the zoo's entry gate to the south. Just east of the stairs is a pile of cash worth \$10,000. Grab it and buy yourself something nice.

Activate your GPS and follow the green line to the entrance of the Safari Ride, next to the waterfall. Chan continues jabbering as



you advance through this area, talking about the trials his grandfather faced during the Japanese and Russian occupations. It becomes more and more clear that this guy isn't dealing with a full deck. But he's your only ticket out of here, so you better work with him.

PRIMA OFFICIAL GAME GUIDE



This causes the nearby car to move down the track, clearing a path.

At the top of the steps, approach the console near the ride's loading platform—interact with the console to start the cable car.

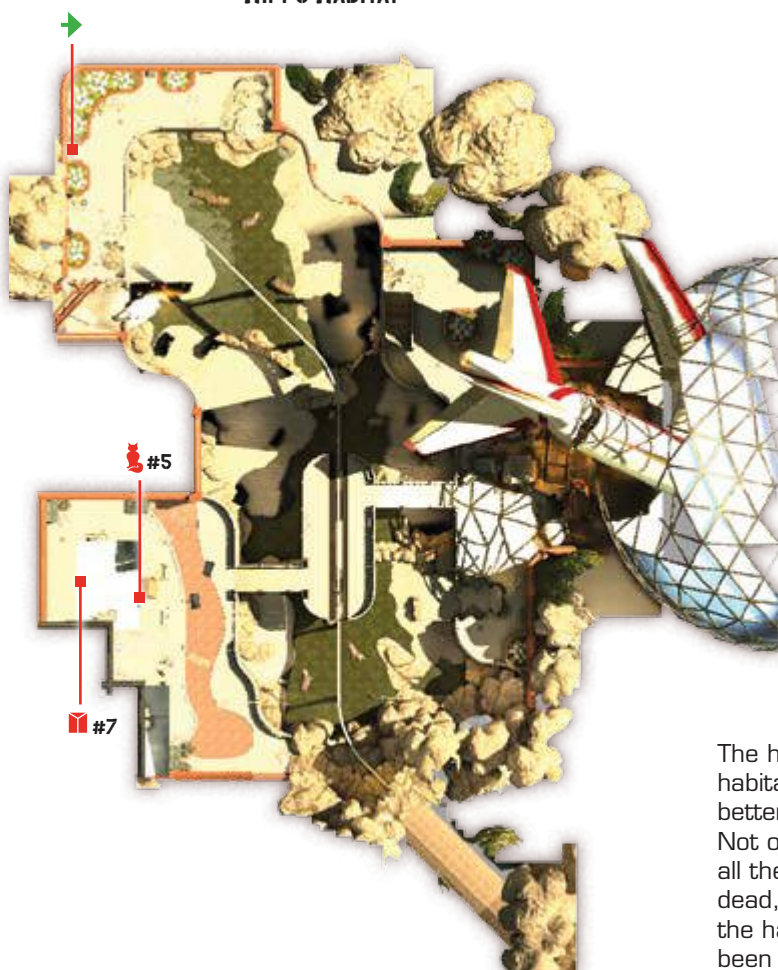
Follow the car down the tunnel and look for a stairwell on the left. Descend the short flight of stairs and wait at the green door below.

Meanwhile, Chan continues with tales from his family's history—something about his grandfather being forced by the Japanese to shoot elephants. Hang out at the green door and wait for Chan to unlock it. Gently push the door open to access the hippopotamus habitat.



DEAD HIPPOS FOR COVER

HIPPO HABITAT



MAP LEGEND

	Insertion Point		Radio
	Cash		Supply Crate
	Civilian		Weapon Upgrade
	Maneki Neko Cat		End of Chapter

COLLECTIBLE CHECKLIST

<input checked="" type="checkbox"/>	Maneki Neko Cat #5
<input checked="" type="checkbox"/>	Weapon Part #7: Chepnaz Redstar

The hippo habitat has seen better days. Not only are all the hippos dead, but also the habitat has been overrun by mercs. As you

enter this area, crouch and take cover along the railing to the east to avoid being spotted. There are several mercs patrolling the habitat below and the walkway to the east. Activate your GPS and tag all visible targets. Order your teammate to hold here.





Creep over to the north side of the railing and scan for more targets. When you've tagged all the mercs in the area, equip your sniper rifle and

get ready for some quick shooting. Find your first target and open fire; your teammate fires as soon as you pull the trigger. Once you begin the attack, the mercs scurry for cover, so try to hit as many targets as possible before they can hide.

With your buddy attacking from the west and you attacking from the north, you catch the hostiles in a deadly crossfire. But you're still



vastly outnumbered. So be ready to take cover as you draw Aggro. Stay hidden until your teammate draws all the incoming fire, then pop up and take a shot. Some of the mercs use the dead hippos for cover. A hippo carcass is too dense for your sniper rifle to penetrate, so wait until the target exposes himself before firing a shot.

NEW OBJECTIVE: RESTART THE CABLE CAR

REWARD: NONE

FIND THE SWITCH TO RESTART THE CABLE CAR. YOU CAN'T GET THROUGH THE AUTOMATIC DOORS WITHOUT IT.

RIOS'S NOTES



Chan says that the invading PMC turned up in the zoo earlier in the day and began unpacking supplies. He seems to think they're trying to disrupt the city rather than take it over. He claims it's in preparation for a larger event, but this seems unlikely. Everything they're doing feels temporary.



Keep up the attack until you clear the north side of the hippo habitat. During the fight, the cable car has come to a stop to the south.

You'll need to activate it again to escape this area. For now, order your teammate to regroup and descend the nearby pile of rubble to enter the hippo habitat. There's a set of stairs on the habitat's east side. Order your teammate to hold near the rock by the base of the steps while you climb up to the eastern walkway for a better view of the habitat's south side.



Climb to the top of the steps and take cover along the southern railing. Another wave of mercs rushes into the habitat to the south. Activate your GPS and begin tagging. Meanwhile, order your teammate to draw Aggro from his cover below. Once he has full Aggro, peek over the railing and pick off as many targets as possible. Duck back behind cover as the enemies focus their fire on your position.



Your sniper rifle's ammo won't hold out forever, so switch to your primary weapon. As usual, wait until your buddy has acquired

Aggro before popping out of cover to take shots. As you draw Aggro, order your teammate to advance toward the bridge to the south. This is where the majority of enemies congregate. Provide covering fire as your buddy advances, then issue a hold order once he nears a group of rocks to the west. You can eliminate the rest of the hostiles from these positions.



CO-OP TAKEDOWN



While your buddy snipes from the elevated eastern walkway, take cover behind the rocks in the hippo

exhibit. Blind-fire over and around your cover to draw Aggro, but keep an eye on your ammo. Fire just enough bursts to keep the Aggro meter filled on your side. This will allow your teammate to snipe without coming under heavy fire. Embrace your role as the bullet magnet!

PRIMA OFFICIAL GAME GUIDE



Once you clear the southern side of the hippo habitat, dash down the steps and regroup with your teammate. As you enter the habitat's

southern end, watch for more hostiles on the walkway to the east—pick them off as they leap over the wall. Before exiting the hippo habitat, grab any dropped cash and ammo off the dead.

Climb the pile of rubble in the southeast corner to exit the hippo habitat. Now you need to restart the cable car. With your teammate following closely behind, crouch down and cross the bridge to the west. There are more mercs near the stalled cable car and on the western rooftop in the distance, so stay low.



CO-OP TAKEDOWN



Tear off the electrical panel's door and use it as a shield to cross the bridge toward the cable car. Pause on the

bridge so your teammate can engage the snipers and mounted gun atop the garage. This shield will last long enough to get across the bridge, where you can take more permanent cover behind the cable car.



Clear out any hostiles hiding near the cable car and take cover on its east side. The console controlling the cable car

is located in the garage to the west. But the area is absolutely swarming with mercs. Take a moment to tag the guy behind the mounted gun on the roof as well as any snipers. Order your teammate to hold behind the car's northeast side while you advance to the southeast. This will help divide the enemy's attention.



Hold behind cover until your teammate draws Aggro, then pop out of cover and open fire on the mounted gun. From this range and angle, it may be necessary to hit him with a sniper rifle or any other scoped weapon. Once this guy is down, it's much easier to eliminate the remaining hostiles. Once the gunner is down, focus on the rooftop snipers.



DON'T GET DISTRACTED BY THE LONG-RANGE THREATS. WATCH FOR MERCS ON THE GROUND ATTEMPTING TO CROSS THE BRIDGE TO THE WEST. DON'T LET THEM GET CLOSE ENOUGH TO THROW GRENADES.



During the firefight, look for opportunities to advance toward the western bridge. Wait until the mercs are firing at your buddy, then advance toward the bridge's left side, taking cover behind the low wall. This puts you a little closer to the enemies but also improves visibility, making it easier to tag and target enemies positioned near the garage. More importantly, you can easily deploy grenades, helping draw hostiles out of cover. Try tossing a frag into the garage and watch the mercs run!



As the incoming fire dies down, order your teammate to regroup and begin crossing the bridge to the west. Stop when you're halfway

across the bridge, and order your teammate to hold. Leaving your buddy here will pay off a little later, allowing you to catch the next incoming wave in a crossfire.



Maneki Neko Cat #5: As you near the garage, look up on the roof to spot this chapter's first Maneki Neko Cat. Shoot the waving feline before entering the garage.



Weapon Part #7: Step inside the garage and look for a shelf on the western wall. Grab the package on the shelf to acquire the Chepznaz Redstar weapon part.



Now turn to the console on the garage's northern wall. Before interacting with it, make sure your teammate is still positioned on

the bridge near the cable car. Activating the cable car triggers the next wave of attackers, so make sure you're both ready.



Throwing the switch on the console reactivates the cable car, opening the automatic doors to the south. But soon after the doors open, a Shotgunner and two grunts charge out of the tunnel and commence a heated attack on your position.



Exit the garage through its north side and take cover behind this wooden crate. The Shotgunner shows no fear, charging directly toward your position. Order your teammate to hold and draw Aggro from the bridge while you aim at the Shotgunner's head. Knock away his helmet, then shoot him in the head to finish him off. Hold your position while engaging the remaining grunts. Given your established crossfire, they won't last long.

Order your teammate to regroup and advance toward the now-open cable car tunnel. Along the way, grab some ammo and cash

off the dead Shotgunner. Inside the tunnel, you're treated to another one of Chan's stories. Move to the tunnel's far end and wait for Chan to open the next set of doors.



CRASH SITE

CRASH SITE



MAP LEGEND

- Insertion Point
- Cash
- Civilian
- Maneki Neko Cat
- Radio
- Supply Crate
- Weapon Upgrade
- End of Chapter

COLLECTIBLE CHECKLIST

- | | |
|-------------------------------------|---------------------------------|
| <input checked="" type="checkbox"/> | Supply Crate #3: Delta PGG (6X) |
|-------------------------------------|---------------------------------|



A cutscene plays as Chan opens the doors at the tunnel's end. Chan reports that the enemies ahead are attempting to retrieve their equipment from a downed helicopter. He suggests shutting off the locator beacon inside the helicopter to stem the tide of reinforcements. Not bad advice.

NEW OBJECTIVE:

DISENGAGE THE BEACON: CLEAR THE ANIMAL ENCLOSURES

REWARD: NONE

THE MILITIA IS TRYING TO RECOVER THEIR EQUIPMENT FROM THE WRECKAGE OF A DOWNED HELICOPTER. THEY'VE SET UP A LOCATOR BEACON THAT IS CALLING IN REINFORCEMENTS. SWITCH IT OFF. THE ANIMAL PENS ARE ALSO OVERRUN WITH ENEMY FORCES. ELIMINATE THEM TO PROGRESS.

SALEM'S NOTES



I feel like Chan's playing mind games with us, and I'm almost certain it's about to get worse....The only guy who seemed crazier than this was Smiley, back at SSC. Whatever, he's batshit insane, and I just want to get the hell out of here.



Step out of the tunnel and peek down into the enclosure below. It looks like this was originally a habitat for apes. Fortunately, the mercs below aren't much brighter. But you'll need to proceed cautiously if you hope to raid that supply crate near the helicopter. Start by tagging the hostiles. There are three grunts near the helicopter and an officer standing near the stone archway to the south.



Instead of opening fire, creep down the walkway to the right, and approach the officer from behind. The officer has his

back turned, and the stone archway prevents the grunts from seeing you move into position. Once you're directly behind the officer, grab him from behind and take him hostage.



Once you have the officer held at gunpoint, the three other grunts automatically surrender. Order your teammate to tie them up. The officer may struggle to get free while your buddy ties up the others, so keep pistol-whipping him to stop his squirming. Once your teammate has tied up the third grunt, bind the officer's hands behind his back. Letting these guys live earns you some positive morality. This is also the easiest way to access the contents of the supply crate—if you initiate a firefight, the crate will automatically close.



Supply Crate #3: Speaking of the supply crate, interact with it to acquire the Delta PGG (6X) sniper scope. Consider attaching it to your rifle now for increased magnification.



Now for that locator beacon. Enter the chopper and turn toward the cockpit to spot a flashing red light. Before interacting with the beacon, equip your P90 SMG (acquired in the previous chapter), and fit it with a silencer. Things are about to get crazy, and you'll want a weapon with a high rate of fire and a low Aggro rating. If you didn't get the P90, the MP5 is a good alternative. Once you're ready, deactivate the locator beacon.



As soon as you deactivate the beacon, a cutscene shows the arrival of a new heavy soldier. This guy's called the Grenadier, and

he's armed with a semi-automatic grenade launcher. He's positioned on the stone arch to the east, firing down into the enclosure. Get ready to move out!

PRIMA OFFICIAL GAME GUIDE



The Grenadier's grenades don't explode on impact. Rather, they roll around for a few seconds before detonating. This gives you a few

seconds to dive away and find suitable cover. Order your teammate to hold and provide covering fire while you advance. As your buddy draws Aggro, charge straight toward the Grenadier, dodging incoming grenades as necessary.



CO-OP TAKEDOWN



If you wish to flank the Grenadier, you must lay down heavy fire while your buddy advances and attacks the thug from behind. This means you'll need to dodge a lot of

grenades as your Aggro meter increases. Wait for the Grenadier to fire at you, then dive away from the grenades once they've landed; otherwise, you may dive into an exploding grenade. Meanwhile, keep firing to hold the Grenadier's attention. If possible, try to target the three ammo bags on his hips, as hitting these is the only way to kill him.



Continue past the Grenadier's position, passing beneath the stone arch. Now turn to the west and target the Grenadier standing atop the rock formation. This guy's weak spots are the three bulky ammo bags carried on his belt—there's one on his back and one on each hip. Take aim and unload on each of these three bags, causing them to explode. The silenced P90 draws minimal Aggro, but be ready to dive for cover if the Grenadier turns around. If this happens, simply wait for him to refocus his attention on your buddy to the west.



The Grenadier is soon joined by a few grunts who access the enclosure from the same rock formation. These guys automatically head west in an attempt to overwhelm your teammate. Watch for their arrival and shoot them in the back as they advance toward your buddy's position. Once the grunts are down, resume your attack on the Grenadier, until all three ammo bags are destroyed.



As soon as the Grenadier is dead, more hostiles attack from the building to the east—the one directly behind you! Rush to the west side of the enclosure and regroup with your teammate, finding cover behind one of the various rocks. Try to get an angle on the building's open doorway and mow down the hostiles as they exit.



Clear out the enclosure, then proceed into the eastern building. This appears to be some sort of holding pen. And judging by the raw

meat scattered around, whatever was held here is carnivorous. There's no items to pick up in here, so approach the ramp on the left side to initiate another tough choice.

CO-OP CHOICE #3



On the floor above, Salem and Rios approach a cage containing an endangered Siberian white tiger. It looks like it's been feasting on a dead merc. Chan chimes in again, offering you a proposition—if you kill the tiger, he'll give you access to new gear. What kind of sadistic zookeeper is this?

CHOICE: EXECUTE



You really want to kill an endangered species? Okay...If you choose to kill the tiger, Salem raises his weapon and shoots the tiger in the head. Afterward, Chan opens the gate, allowing Salem and Rios to proceed through the zoo.



Obviously, killing the tiger results in extreme negative morality, putting a serious dent in the Morality meter. However, you do gain access to the FR Elite Model 3 sniper rifle stock and the V17 Bayonet. But was it worth it? In the montage

that follows the tiger's execution, you see the consequences of your decision as the Siberian white tiger is declared extinct.

CHOICE: REFUSE



If you refuse to kill the tiger, Salem tells Chan to take care of his own dirty work. Chan respects your decision and lets you proceed—but without the new weapon parts.

Sparing the tiger earns you extreme positive morality, boosting the Morality meter significantly. You're also treated to an entertaining montage showing the tiger escaping from the zoo and climbing into the vacant car of an armed robber. The



robber dashes out of a convenience store with a bag full of money and climbs into his car, only to be greeted by the white tiger, waiting patiently in the backseat.

PRIMA OFFICIAL GAME GUIDE









CAGES

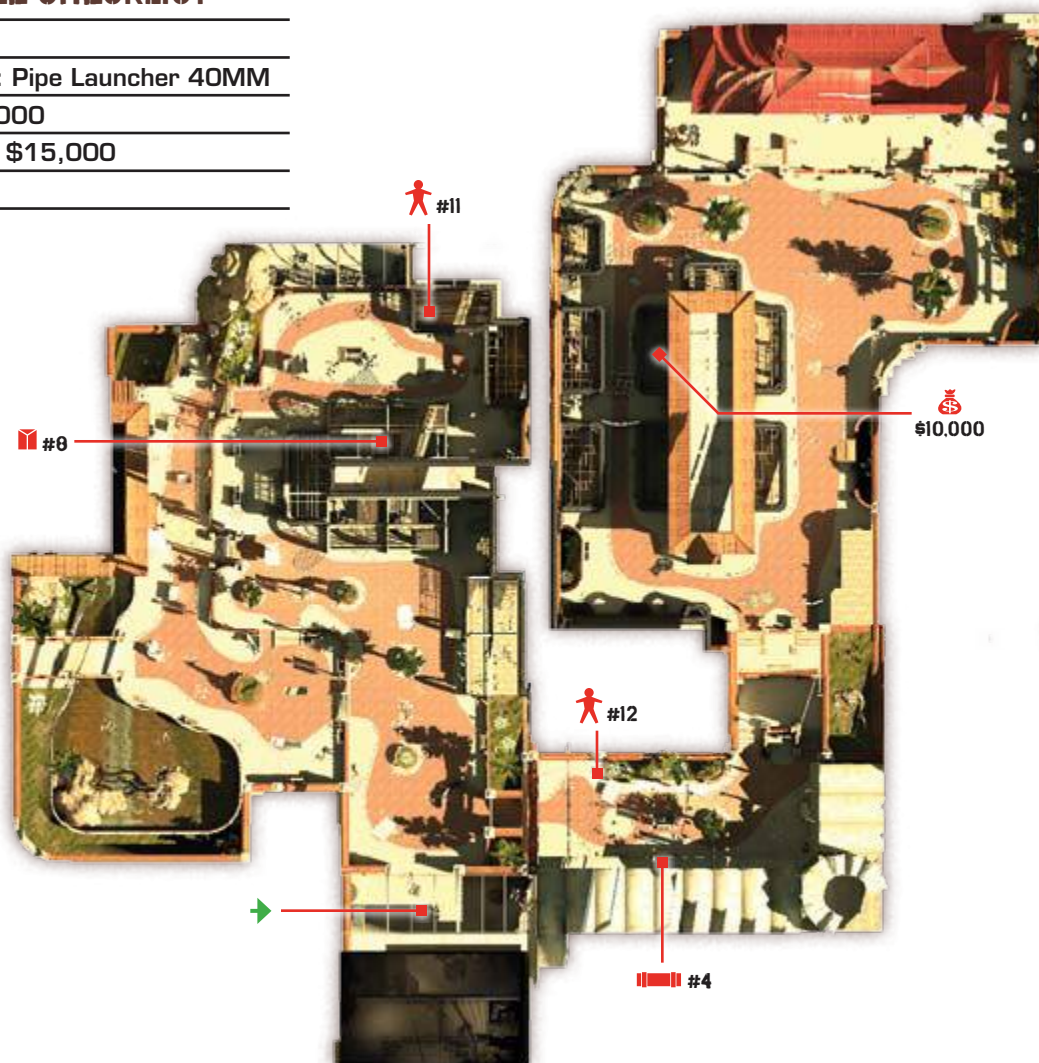
CAGES

COLLECTIBLE CHECKLIST

<input type="checkbox"/>	Civilian #11
<input type="checkbox"/>	Weapon Part #8: Pipe Launcher 40MM
<input type="checkbox"/>	Civilian #12: \$5,000
<input type="checkbox"/>	Supply Crate #4: \$15,000
<input type="checkbox"/>	Cash: \$10,000

MAP LEGEND

-  Insertion Point
-  Cash
-  Civilian
-  Maneki Neko Cat
-  Radio
-  Supply Crate
-  Weapon Upgrade
-  End of Chapter



Chan may be crazy, but he's still your only way out of here. As you approach an area of the zoo filled with cagelike enclosures,

Chan reports that one of the zoo workers is being harassed by mercs. If you rescue the zoo worker, he may be able to open the red gate to the east, something Chan can't do remotely.

NEW OBJECTIVE:

FIGHT YOUR WAY OUT

REWARD: NONE

ENOUGH ANIMAL HUSBANDRY. TIME TO GET MOVING AGAIN. STICK TO COVER AND KEEP MOVING AS YOU FIGHT YOUR WAY TO THE ZOO EXIT.

SALEM'S NOTES



Seems Chan is crazier than we thought. He thinks he's back in World War 2 with his grandfather. He wanted us to shoot a tiger. Seemed to think it would tell him what kind of people we were. I think all it did was tell us he's batshit insane.



Once you have your new set of orders, head north to find the tormented zoo worker. The zoo worker is inside a cage to the northeast

corner of this area. The cage is surrounded by four mercs, including one officer. Carefully sneak up behind the officer and grab him.

With the officer held at gunpoint, his three subordinates give up. Order your teammate to tie up the rest of the grunts while you subdue the officer, pistol-whipping him as he attempts to break free. Once the third grunt is tied up, bind the officer's wrists and shove him to the ground. Sparing these four thugs earns you some positive morality.



Civilian #11: With all of the mercs tied up, open the gate to the cage where the zoo worker is hiding. This gate can be opened by one character. Interact with the zoo worker, Wei Hu, to save him. Rescuing this guy doesn't earn you any cash or weapons, but you do get some positive morality. Plus, this guy is the only one who can open the red gate to the southeast. So keep him alive!

NEW OBJECTIVE:

OPEN THE GATE

REWARD: NONE

THE GATE TO THE NEXT AREA IS BLOCKED BY A SECURITY GATE. THE GATE REQUIRES A CODE. THE CODE REQUIRES SOMEBODY WHO KNOWS IT. FIND THAT SOMEBODY AND BRING THEM HERE ALIVE.

After freeing the zoo worker, be ready to take cover. The enemy has launched a counterattack on your position. Order your teammate to hold and draw Aggro while you exit the cage and take cover behind this portable tiger cage outside. As your buddy draws Aggro, peek over your cover and pick off enemies with your silenced P90. This helps you remain concealed, even as you mow down large numbers of mercs. Hold here until the attack subsides.

You need to escort the zoo worker back to the red gate, but the attacking mercs won't make it an easy journey. The zoo worker will follow your teammate, so it's up to you to clear a path. Start by climbing the ladder to the south. This puts you on top of the central set of cages, allowing you to attack from above. Have your teammate and the zoo worker hold back while you move ahead.



Weapon Part #8: Look for this package atop the cage near the ladder. Grab it to add the Pipe Launcher 40MM to your arsenal.



Cautiously advance west along the top of the cages, and look for enemy movement below. The low wall on top of the cage's

perimeter offers decent cover, but the bars beneath your feet won't stop incoming bullets. So watch for enemies directly beneath your position.

PRIMA OFFICIAL GAME GUIDE



As you clear out enemies to the west, order your teammate and the zoo worker to advance. Once they reach the area just below you,

order them to hold. Continue making these incremental Advance and Hold orders as you head to the red gate. When issuing the Hold order, always make sure your teammate is near cover. This will help keep them safe while allowing your teammate to join in the firefight.



CO-OP TAKEDOWN



If you're the one advancing on the ground, try to draw fire away from your buddy atop the cages. The cover options on the ground

are much more substantial, so don't worry if you take heavy fire. As you draw Aggro, your friend can snipe from the top of the cages.

Next, move south, and watch for more enemies holding near the red gate. Draw Aggro, then order your teammate to

advance. Once he reaches the food cart below your position, issue a Hold order. Now you can work together to clear out the rest of the mercs. Let your teammate draw Aggro, then peek out of cover and pick off the enemies to the south. There are a few officers in the mix, so feel free to equip your sniper rifle and pop their heads. You'll know the area is clear when the zoo worker rushes to the red gate.



Slide down the ladder to the east and regroup with your teammate. Before meeting the zoo worker at the red gate, scour

the grounds for cash and ammo dropped by the dead mercs. Feel free to backtrack to the cage where you freed the zoo worker. There are no enemies left in this area, so there's no need to rush; the zoo worker will wait.

Having thoroughly scoured the grounds for cash and ammo, meet the zoo worker at the red gate to the southeast.

If you haven't already, consider stowing your P90 and choosing a primary weapon with a higher damage rating. Also, make sure you have the DE-O.44 equipped as your secondary weapon—this will make the following sequence much easier. Once you're satisfied with your weapon choices, approach the zoo worker and wait for him to input the gate's code.



But as the gate swings open, you find yourself in a unique predicament. Five grunts and an officer aim their guns in your direction,

ordering you to surrender. You don't have much of a choice. Initiate a Mock Surrender and drop to your knees. Quickly scan your surroundings and form a plan of attack. In addition to the mercs, there's also a civilian on the left, kneeling next to a red explosive barrel. Shooting this barrel can take out a few of the mercs, but it will kill the civilian. In the background is an open supply crate on the right, with another red barrel right next to it. You'll need to eliminate all of these guys quickly if you wish to save the civilian and access the supply crate before it's closed.



While on your knees, aim at the officer's head and initiate a Quick Draw. The DE-O.44 is powerful enough to penetrate this officer's helmet with a single shot. Next, aim to the right and pick off the remaining four grunts, scoring headshots for the quick kill. You can also target the red barrel near the supply crate to take out some of the nearby grunts. If everything goes well, all five mercs are dead, the civilian is alive, and the supply crate is still open. Nice shooting!



Civilian #12: Approach the still-kneeling civilian and set him free. This is Yi Tan, and rescuing him earns you \$5,000 and some positive morality.



Supply Crate #4: Next, rush over to the supply crate and grab the \$15,000 inside. Between the civilian and the supply crate, you just earned a quick \$20,000!



From the supply crate, turn north toward this set of stairs and take cover behind this round planter box. The path ahead is blocked

by more enemies. Tag targets while behind cover, and order your teammate to hold and draw Aggro.

As your buddy lays down cover fire, dash to the east and flip over this small cage by interacting with it. This gives you a nice piece of cover at the base of the stairs. From here, you can easily target enemies to the north and lob grenades.



As the incoming fire dies down, return to the red gate where you entered. Tear the door off the nearby electrical panel, using it as a shield. There's a similar panel near the stairs, but the one by the red gate is safer to grab. With the shield in hand, order your teammate to regroup and begin advancing up the stairs. Keep the shield facing north to block all incoming rounds while your buddy fires over the top. You can stop and engage targets with your pistol along the way.



At the first landing, turn right and go up the easternmost set of stairs. This leads you to a metal barricade, shielding you

from fire to the north. Orient the shield to the left to protect you from enemies to the west. This creates an L-shaped barricade from which to dispatch the nearby mercs. Order your teammate to hold and draw Aggro from behind this barricade while you move to flank from the west.



CO-OP TAKEDOWN



Instead of staying put while your buddy flanks, grab the shield on the west side of the steps you just climbed, and

use it to clear the east side of the cages. With your buddy sweeping west while you move north, you can clear this area quickly, all while staying behind the cover of a shield.

While still holding the shield, sidestep to the west. Keep the shield facing north at all times to block any incoming rounds fired from the nearby cages. Stop and shoot any threats that pop into view, then continue moving west toward this food cart.



PRIMA OFFICIAL GAME GUIDE



A mounted gun is positioned in the alley beyond the food cart. Keep the shield facing north as you advance on the panicked gunner. The

mounted gun can eat up your shield fast, so immediately aim at the gunner with your pistol and liquefy his head. Eliminate any other mercs near the barricade, then backtrack to the east. You can't get around the western barricade while holding the shield.

Enter the nearby cage structure through its southern entrance and clear it of enemies. Watch for hostiles pouring through the doorway to the north. Hold behind your shield and take on all attackers. Once the room is clear, move toward the door on the left to return to the western alley. This allows you to get around the barricade where the mounted gun is positioned. But be careful—another enemy may have taken control of the gun, so be ready to eliminate another gunner.



Your flanking maneuver is nearly complete. Continue north along the western alley, then turn to the east and engage any hostiles

on the north side. Your buddy is still behind the metal barricade to the south, laying down heavy fire. As you advance from the west, the enemies have nowhere to go. Finish them off!



SOME ENEMIES MAY ESCAPE BY HIDING IN THE CAGES ATTACHED TO THE CENTRAL BUILDING. IF A CUTSCENE ISN'T TRIGGERED, CAREFULLY SEARCH THE CAGES FOR ANY STRAGGLERS.

Once the last of the mercs is dead, a cutscene heralds the arrival of a second wave, led by another Grenadier. Don't freak out—you're already in a good position to deal with this guy.



If you haven't already, ditch the shield. It won't do you much good in this fight, as it prevents you from moving quickly to avoid an incoming grenade. Instead, take cover behind one of the round planters in the northwest corner. Hold here and wait for the Grenadier to move into view. Your buddy is still drawing Aggro from his position to the south, so the enemies won't even pay attention to you. As the Grenadier descends the steps to the north, flank him and target his ammo bags.



CO-OP TAKEDOWN



If it's up to you to draw Aggro, take cover behind this metal barricade on the east side of the cages and blind-fire

over the top. This barricade protects you from any grenades that land to the north, allowing you to hold here and fire continuously while your friend flanks from the west. While firing, try to hit the ammo bag on the Grenadier's left hip; your buddy can hit the other two from the west.

Precisely targeting the Grenadier's ammo bags can be difficult, especially if you're using a primary weapon without a scope.

Consider switching to your sniper rifle to zoom in on each bag. This allows for more accurate targeting, but it also draws more Aggro than most primary weapons; therefore, avoid firing rapidly. Keep an eye on the Aggro meter and make sure your teammate is taking the brunt of the incoming fire. Keep pounding the Grenadier until all three of his ammo bags explode, then finish off his subordinates.



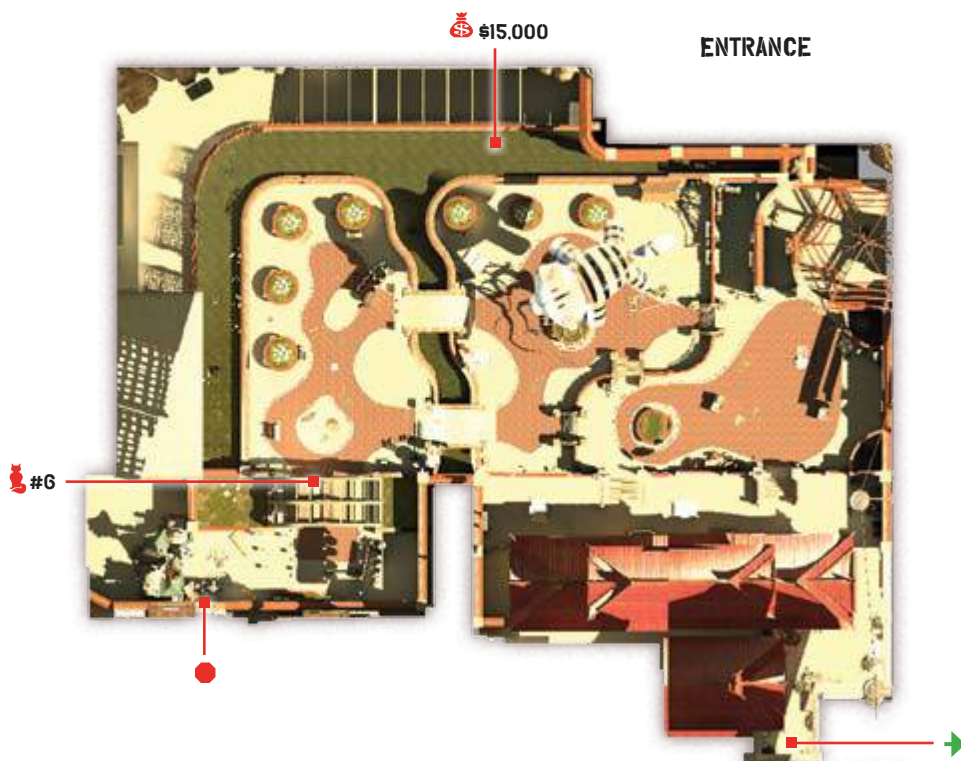


Cash: Killing the Grenadier and the grunts clears a path to the zoo's exit. But before leaving this area, backtrack through the central cage building and search the northwestern cage for a pile of cash—it's worth \$10,000.

Search the rest of the area for ammo and cash. Be sure to pay the Grenadier's body a visit, too, and consider taking his grenade launcher. Once you're finished looting the dead, advance to the narrow alley to the northeast. Accept a step-jump from your teammate to reach the next area—you're almost out of here!

ENTRANCE

ENTRANCE



MAP LEGEND

- Insertion Point
- Cash
- Civilian
- Maneki Neko Cat
- Radio
- Supply Crate
- Weapon Upgrade
- End of Chapter

COLLECTIBLE CHECKLIST

<input checked="" type="checkbox"/>	Cash: \$15,000
<input checked="" type="checkbox"/>	Maneki Neko Cat #6

PRIMA OFFICIAL GAME GUIDE



The arrival of two choppers to the north doesn't bode well—it looks like the invading force is doing everything it can to prevent you from escaping the zoo. Advance along the alley ahead, and fight your way onto this raised platform overlooking the grounds. Hostiles have already occupied this position, so be ready for some close-quarter fighting. Stick together and attack aggressively to secure this platform for yourselves.



Have your buddy hold on the platform's eastern side while you move to the west side. From this slightly elevated position, it's

easy to see the enemies to the north and west. Use the low wall on the platform's perimeter for cover, and tag all visible threats while your buddy draws Aggro.

After clearing out the area to the north, focus on the enemies advancing from the west. Order your teammate to regroup, joining you on the platform's west side. Once he catches up to you, issue a Hold order; you need him to stay here and provide covering fire while you dash to the north.



Wait until your teammate has drawn significant Aggro, then sprint north. Take cover on the east side of the long elliptical planter. Once

behind cover, tag as many enemies as you can see, giving your teammate a heads-up. After eliminating any nearby enemies, equip your sniper rifle and pick off hostiles to the far west. As the incoming fire dwindles, order your teammate to regroup, joining you at the planter.



Cash: Order your teammate to hold at the planter and draw Aggro while you advance north, down into this shallow, moatlike area surrounding the island to the west. Along the way, grab this pile of cash to add \$15,000 to your account.



Crouch and follow the moat to the west. When you hear screeching tires, glance to the south to spot an APC entering the grounds. As long as your teammate has built up Aggro, the APC's gunner will ignore you, giving you the opportunity to flank.

Take cover along the moat's north side and aim at the APC's gunner. Make your shot count, because you don't want the gunner swinging his weapon in your direction. If necessary, equip your sniper rifle and go for the quick headshot.





Leap out of the moat and take cover behind one of the round planters. Blind-fire over the top of the planter to draw Aggro, then order your teammate to advance. With all the enemy fire focused on you, your teammate can cross the bridge to the east without being noticed. As your teammate advances, he'll flank the enemies to the south. But don't let him stand out in the open. Issue a Regroup order once your buddy crosses the bridge.



Now that you're reunited, focus your fire to the south as two Shotgunners make a last-ditch effort at stopping your escape. These

guys are relentless, charging straight at you while firing their shotguns. Peek over the planter and unload on their heads, knocking away their helmets and puncturing their skulls.



Now it's time to mop up the remaining grunts before making your exit. Order your teammate to hold near the planter, then drop back down into the moat, following it to the south. With the enemies focused on your buddy to the north, you can easily flank. If the resistance isn't too heavy, sneak up behind your prey and dispatch them with a melee attack. You'll know you've eliminated the last of them when Chan thanks you over the PA system.



Maneki Neko Cat #6: Turn to the gate to the south to spot this chapter's last Maneki Neko Cat. It's located below the gate's high archway.

Gather any cash and ammo off the dead mercs, then proceed through the southern entry gate. Look for the white arrow painted onto



three slabs of plywood—this step-jump site marks the exit. Walk over to the step-jump site and end the chapter to leave Chan and his zoo behind. Completing this chapter earns you the A Decent Animal Achievement/Trophy. Hopefully Alice has arranged a pickup by now...



CO-OP TAKEDOWN

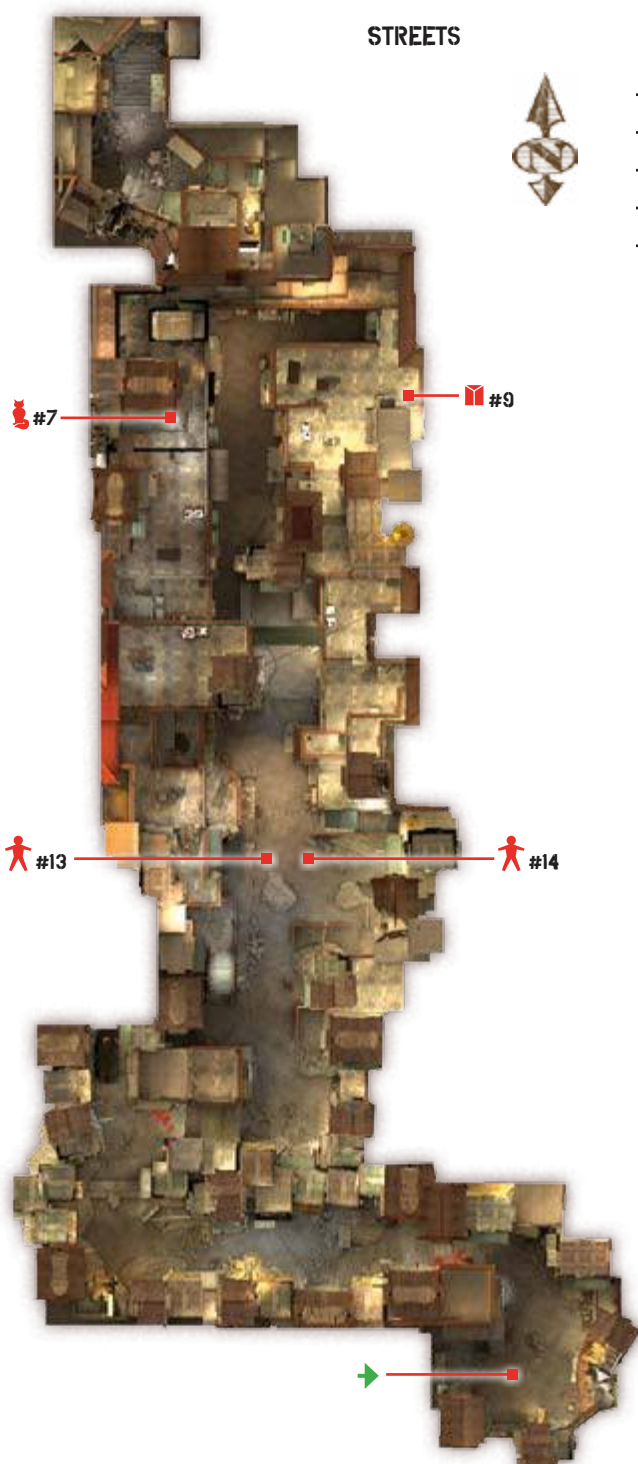


If you're having trouble taking down the Shotgunners, consider holding to the far east and attacking the heavy soldiers

as they charge across the southern bridge. This gives you a bit more reaction time and allows you to attack at long range, affording you a serious tactical advantage. This is made much easier if you have an assault rifle equipped with a scope—set your scope at head level and hold down the trigger. However, you will need the support of your teammate to finish these guys off before they overrun your position.

CHAPTER 4: THE HOSPITAL

HIGHER GROUND

Location: Heng Shan Road, Shanghai • **Date:** July 11, 2010 • **Local Time:** 7:24 p.m.

STREETS

COLLECTIBLE CHECKLIST

<input checked="" type="checkbox"/>	Civilian #13: \$15,000
<input checked="" type="checkbox"/>	Civilian #14: \$25,000
<input checked="" type="checkbox"/>	Maneki Neko Cat #7
<input checked="" type="checkbox"/>	Weapon Part #9: 7337 Defender

MAP LEGEND

	Insertion Point		Radio
	Cash		Supply Crate
	Civilian		Weapon Upgrade
	Maneki Neko Cat		End of Chapter



Your detour through the zoo didn't seem all that useful. You're back in the dusty streets of the city. Even worse, your communications with Alice are patchy at best. But she has a plan. She wants you to search for a nearby communications tower, located to the north. Before moving out, consider spending some of that hard-earned cash on new gear—assault rifles are the best choice for the journey ahead. Also, make sure you have a silencer attached to your pistol.

NEW OBJECTIVE:**FIND THE COMM TOWER****REWARD: NONE**

MURRAY HAS LOCATED A COMMUNICATIONS RELAY THAT SHOULD BOOST YOUR SIGNAL STRENGTH. THE RELAY POINT SEEMS TO BE ON THE SECOND FLOOR AT THE END OF THE STREET.

SALEM'S NOTES

We've been struggling to stay in contact with Murray and have heard nothing from the outside world. Shanghai feels like an island, cut off from all external input. I feel like a lab rat, trapped in some ridiculous experiment.



When you're ready to move out, head north and follow the street as it turns to the west. Suddenly, an APC screeches to a halt at the

end of the street. Immediately take cover along the side of the street and order your teammate to hold. Tag the APC's gunner and the two grunts that walk into view. Pick off the gunner first, then work with your teammate to eliminate the grunts. Once all three enemies are down, the path ahead is clear of threats.

Order your teammate to regroup and rush past the APC. A gate blocks your progress beyond the APC. Have your teammate help you open this gate to continue into the next street to the east.



Prepare yourself for another hostage situation as you enter the next street. A group of mercs surround a couple of

civilians to the north. Pay close attention to the cutscene to identify the officer (on the street) and the three surrounding grunts. You don't have much time to act before the civilians are executed, so take this time to formulate a plan of attack.

Order your teammate to hold near the gate while you move to the street's east side, taking cover behind the green fence.



Before reaching the fence, equip your silenced pistol and shoot the nearby grunt in the back of the head. This is one less target to worry about once the sniping starts.



Peek around the left side of the green fence, and aim your sniper rifle to the north. Target the grunt standing between the

two civilians—he's the most dangerous of the remaining three. Your teammate will worry about the officer and the grunt on the western balcony. With the grunt's head centered in your scope, squeeze the trigger to initiate the co-op snipe. As soon as your target is down, pan your weapon to the left to help your buddy finish off the officer and grunt on the balcony.

Advance toward the civilians, but watch the balconies ahead for incoming fire. There's a grunt on the street's left side and another on



the right, firing down on your position. Take them out before the civilians are caught in the crossfire.



Civilians #13 and #14: Now it's safe to free the civilians. Rescuing Ryu Bao earns you \$15,000, and freeing Wei Liao nets you a whopping \$25,000. That's \$40,000 for a few seconds of work, not to mention a flawless plan. The positive morality is a nice bonus too.

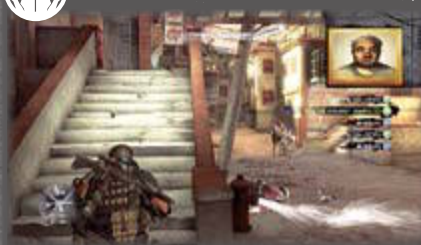
PRIMA OFFICIAL GAME GUIDE



Just beyond the civilians is a short flight of steps on the street's eastern side. Order your teammate to regroup, then advance up the steps to access a ladder on the side of the building. Climb the ladder to the walkway above, and wait for your teammate to catch up before advancing any farther.



CO-OP TAKEDOWN



Instead of following your buddy up the ladder on the street's eastern side, climb the ladder on the west side. This

allows you and your teammate to simultaneously attack the eastern and western walkways above. But don't climb before your buddy is in position. You'll want to reach the top of your respective ladders at approximately the same time, so stay in contact.

A brief cutscene shows the communications tower in the distance. But the area is also swarming with enemies eager to halt your advance. You must utilize both the eastern and western elevated walkways while fighting your way to the comm tower. Splitting up is the only way to avoid getting flanked.



Before splitting up, hold at this corner and establish a foothold on the eastern walkway. It's important to clear this area before advancing

to the nearby catwalk, which connects to the western walkway. Blind-fire around the corner to eliminate any mercs that rush toward you, then focus on clearing the area to the west.

Now make a move for the catwalk. Rush along the walkway and take cover next to the catwalk to avoid incoming fire from the north and west. Once your teammate has reached cover here, issue a Hold order. You need your buddy to provide covering fire while you cross the bridge and advance to the western walkway.



As your teammate draws Aggro, dash across the catwalk and open fire on any remaining mercs occupying the area ahead. As long as they're focused on your teammate, you'll be able to get the jump on them. Mow them down while on the run, then quickly duck into cover on the western walkway.



Now that you're on the western walkway, you can initiate the northern sweep toward the communications tower. But before moving out, stay put behind cover and engage the hostiles to the north. There are plenty of targets to choose from, so take your time and take turns drawing Aggro. When your buddy has Aggro, peek out of cover and snipe. As you draw Aggro, duck down behind cover and tag targets for your teammate. This is the best way to deal with the snipers on the upper balcony. Keep up the attack until the incoming fire subsides considerably.



Maneki Neko Cat #7: Before leaving this position, scan the balcony on the street's west side for another Maneki Neko Cat. From this range, you may need to use your sniper rifle to spot and hit it.



Wait until your teammate has drawn heavy Aggro, then advance north, using the wooden crates for cover. To avoid being

flanked, you must keep your teammate parallel with your position; therefore, blind-fire over your cover to draw the attention of the enemies to the north. As they turn in your direction and open fire, order your teammate to advance. Turn to the east and watch your teammate's progress. When he's directly across from you, issue a Hold order.



REMEMBER. IF YOU CAN'T SEE YOUR TEAMMATE DIRECTLY, YOU CAN ALWAYS SEE THE BLUE CIRCLE ICON ABOVE THEIR HEAD. SO WATCH FOR THIS ICON AS YOUR BUDDY ADVANCES.

Wait for the incoming fire to dwindle before continuing north. Even then, stay on guard. Order your teammate to hold and provide covering



fire from the east while you flank the lower balcony from the west. There may be a few stragglers here, so hold at the corner and mow them down with blind fire.

Weapon Part

#9: Before proceeding to the communications tower, look in this corner on the eastern walkway, just south of the steps leading to the tower. A weapon part package blends into the surrounding clutter, making it difficult to spot. But once you see it, grab it to acquire the 7337 Defender package.



The path to the communications tower is now clear. Order your teammate to regroup and climb the steps in the northeast corner; this

leads to the upper-level balcony. Grab any cash and ammo up here, then step through the open doorway.

Inside the building, turn to the left and interact with the console—nothing happens. Great. Now what? Alice is out of suggestions for now.



NEW OBJECTIVE:

KEEP MOVING

REWARD: NONE

THE COMM UNIT IS USELESS. ANOTHER GREAT SUCCESS. FIGHT YOUR WAY ACROSS TO THE NEXT BUILDING TO SEE IF THERE ARE ANY MORE NEARBY.

Open the door at the back of the room and step outside onto a catwalk. This triggers a cutscene showing Salem and Rios leaping over to a rickety fire escape. The fire escape suddenly collapses beneath their feet. Rios is able to hold on, but Salem isn't so lucky, falling into the alley below. He survives the fall, but he's in bad shape. What else could go wrong?



PRIMA OFFICIAL GAME GUIDE

DON'T DIE IN A HOSPITAL

HOSPITAL: FIRST FLOOR



MAP LEGEND

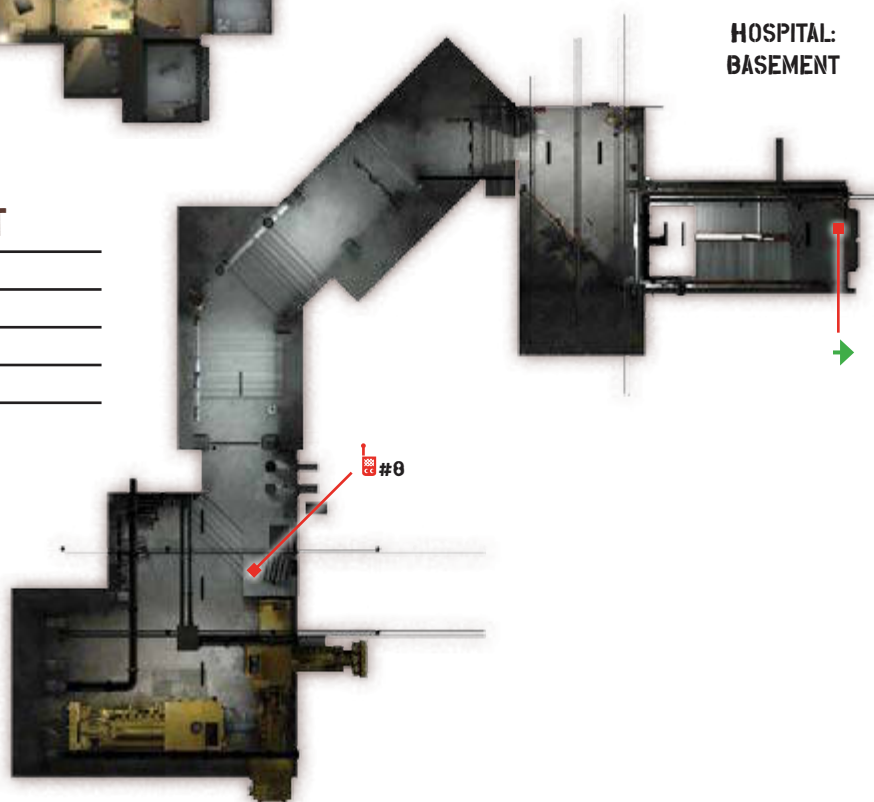
- Insertion Point
- Cash
- Civilian
- Maneki Neko Cat
- Radio
- Supply Crate
- Weapon Upgrade
- End of Chapter



COLLECTIBLE CHECKLIST

<input checked="" type="checkbox"/>	Civilian #15: MG36 Scope (2X)
<input checked="" type="checkbox"/>	Civilian #16: \$10,000
<input checked="" type="checkbox"/>	Radio Transmission #8
<input checked="" type="checkbox"/>	Weapon Part #10: HL Reflex Core

HOSPITAL: BASEMENT





Salem wakes up 24 hours later in a nearby hospital. Somehow Rios managed to get his partner medical attention. As Salem gathers his gear, Rios watches a newscast on television about the attack. Apparently the invading forces are still holding the city hostage, threatening to kill more civilians if any outside military forces intervene. Beijing and the UN are completely out of the picture. The people of Shanghai are on their own.



Following the newscast, Dr. Wu enters the room, relieved to see that Salem is awake. Dr. Wu doesn't like mercenaries, but

he treated Salem anyway. Now it's time to return the favor. As Wu leads Salem and Rios through the hospital, he tells them that this is the last functioning hospital within the barricade. Despite the abysmal conditions, Wu and his staff have done their best to keep treating patients. To keep the hospital operational, Wu needs you to activate the hospital's backup generator. Then he needs you to hold off the invaders while he and his staff evacuate the hospital's patients. He'll guide you to your objectives over a radio.

NEW OBJECTIVE:

RESTART GENERATOR

REWARD: \$20,000

RESTART THE GENERATOR TO POWER LIFE SUPPORT. SO DR. WU CAN CONTINUE TREATING PATIENTS.

RIOS'S NOTES



Salem has managed to get himself injured pretty bad. Apparently bullets he can deal with but a fall from great heights is too much to bear. I managed to get him to a nearby hospital where he was treated by Dr. Wu. In exchange, we now need to help the good doctor get some people out of the firing line.

Word of your deeds (both good and bad) are circulating around the city. If you've made positive morality decisions in all three co-op

choices to this point, Dr. Wu rewards you by unlocking the hospital's weapon cabinet. Before step-jumping, turn left and enter this small office. Inside is a cabinet containing a weapon: the G18C Pistol. If the majority of your choices and actions have resulted in negative morality, the weapon case remains locked.



THE G18C IS AN AUTOMATIC HANDGUN. WITH PERFORMANCE CHARACTERISTICS SIMILAR TO A SUBMACHINE GUN. THE

WEAPON'S AUTOMATIC CAPABILITY CAN COME IN HANDY WHEN YOU'RE USING A SHIELD OR FENDING OFF ATTACKERS WHILE INJURED. BUT IT HAS ONE DRAWBACK. THE WEAPON'S STANDARD 17-ROUND MAGAZINE DOESN'T LAST VERY LONG. SO IF YOU CHOOSE TO EQUIP THE G18C AS YOUR SECONDARY WEAPON. CONSIDER PURCHASING THE 33-ROUND MAGAZINE TO AVOID FREQUENT



RELOADS.

Now that you have a sparkling new handgun (or not), get out of this hole. Turn to the east and perform a step-jump to

access the first-floor corridor leading to the basement. Over the radio, Wu advises you to keep an eye open for any hospital staff.

As you reach the corridor above, a cutscene shows a hostage situation in an examination room to the east. A hospital worker is being held by three mercs, including one officer. One grunt is outside the examination room, while the other grunt and officer are inside, threatening the civilian. You'll need to act quickly before the hospital worker is executed.



PRIMA OFFICIAL GAME GUIDE



Drop to a crouch and creep down the hall while equipping your silenced pistol—order your teammate to hold back to avoid making unnecessary noise. Once behind the guard outside the exam room, aim at the back of his head and squeeze the trigger—this is the only way to eliminate this guy without drawing any attention.



Next, creep up to the exam room's door and gently push it open. If you accidentally kick it open, the element of surprise is wasted, causing the officer and grunt to go on alert and execute the hostage. So stay slow and quiet.

Remain crouched and creep up behind the officer to take him hostage. Soon after, the remaining grunt gives up and drops to his knees. Order your teammate to tie up the grunt while you bind the officer's hands. Pistol-whip the officer if necessary to prevent him from breaking free.



Civilian #15: Now free the hospital worker—his name is Ying Guo. Instead of receiving cash, you're rewarded with the MG36 Scope (2X) weapon part and positive morality.

Drop to a crouch and creep down the hall while equipping your silenced pistol—order your teammate to hold back to avoid making unnecessary noise. Once behind the guard outside the exam room, aim at the back of his head and squeeze the trigger—this is the only way to eliminate this guy without drawing any attention.

Next, creep up to the exam room's door and gently push it open. If you accidentally kick it open, the element of surprise is wasted, causing the officer and grunt to go on alert and execute the hostage. So stay slow and quiet.

Order your teammate to regroup and exit the exam room, turning to the southern hallway. Take cover behind the white cabinet on the hall's right side as door opens to the left. An elite soldier shoves a civilian out of the doorway. You don't have much time here, so aim at the elite's head with your sniper rifle and squeeze the trigger. Like officers, elite soldiers are equipped with a helmet. Therefore, it's best to bring out the heavy artillery when shooting these guys to ensure the one-shot kill—especially in a hostage situation like this.



Civilian #16: Once the elite soldier is down, approach the still-kneeling civilian. Free Genjo Yu to earn \$10,000 and positive morality. The open doorway on the hall's left side leads down to the basement.



Before entering the basement, order your teammate to rip off the nearby electrical panel's door. This shield will come in handy later,

when you exit the basement. For now, bring it along with you. Descend the steps to the basement and order your teammate to drop the shield on the first landing; you can pick it up on your way out.

Follow the passage down to the basement. This area is clear, so don't worry about utilizing cover. At the bottom of the steps is a gate, blocking access to the generator. Have your buddy help you open it.





Radio Transmission #8: Just inside the gate is another radio. Grab it to add Transmission 8 to your Radio Log. This is the most unsettling transmission yet. Listen to it now to get a vague idea of what's going on: A man can be heard telling the people of Shanghai to obey the commands of the invading forces. This must be Jonah, the nutjob Chan was telling you about. Apparently this Jonah character is behind the attack. But why?



After grabbing the radio, head over to the big yellow generator and interact with the red switch to start it up. Completing this objective earns

you \$20,000. But your troubles aren't over. Dr. Wu reports that the invading forces are shelling the hospital, most likely in preparation of their assault. Get back up stairs.

NEW OBJECTIVE:
FIND ACCESS TO SECOND FLOOR
REWARD: NONE

MUCH OF THE BUILDING IS COLLAPSING UNDER HEAVY BOMBARDMENT, BUT THERE IS A PATH TO THE SECOND FLOOR VIA A LADDER IN ONE OF THE STOREROOMS. USE IT TO GAIN ACCESS TO THE SECOND FLOOR TO HELP DR. WU HOLD OFF THE INVADING FORCE SO HE CAN EVACUATE THE CIVILIANS.



Remember that shield your partner dropped while heading downstairs? Order your teammate to pick it up while moving up the

stairs, then take cover behind him. Order your teammate to advance, prompting him to move up the stairs and toward the stairwell's exit. As soon as you near the stairwell's doorway, you come under heavy fire. Fortunately, the shield absorbs all the damage, allowing you both to escape unscathed.

The hallway ahead is packed with enemies, so stay behind the shield. Order your teammate to hold just outside the hall, then open fire from behind the shield. Even while taking aimed shots, you won't sustain any damage as long as the shield is facing west. The Shotgunner that charges toward you can't score a hit either. Still, focus your fire on his head before he can flank you.



You're not the only one with a shield. Watch for a grunt with a shield moving toward you. Either separate from your teammate and flank him, or lob a grenade behind him. This may cause him to rotate his shield to protect himself from the blast. But this maneuver also exposes his back, allowing you to shoot him. Either way, this guy will fall to the grenade or your gunfire.



By now your shield is in pretty bad shape. So order your teammate to grab the shield off the grunt you just eliminated. Step up behind your shielded partner and resume the advance down the hallway to the west. As the hall bends to the south, watch for several grunt barricades near this ramp—they have a mounted gun positioned behind an overturned gurney. Focus your fire on the gunner first, as the mounted gun poses the most serious threat to your shield. Also watch for more grunts running over the mounted gun. Hold at the bottom of the ramp and mow down any hostiles that rush into view.



PRIMA OFFICIAL GAME GUIDE



CO-OP TAKEDOWN



If you're the one carrying the shield, watch out for incoming grenades. Instead of ditching the shield and

retreating, first orient the shield in the direction of the grenade. Once the grenade is directly in front of the shield, backpedal to put as much distance between you and the detonation. As long as the shield is facing toward the explosion, you'll avoid taking any damage.



At the top of the ramp, ditch the shield and take cover along the corner of the next corridor to the east. A couple of shielded grunts are positioned at this hall's far end, but your first priority is the Shotgunner charging toward you. Order your teammate to hold and draw Aggro while you take aim at the Shotgunner's head. Keep firing until he slumps to the ground.



the window on the left. This puts you in an exam room on the hall's northern flank.



Now it's time to deal with the shield-carrying grunts at the hall's end. As your teammate draws Aggro, enter the hall and leap through

Stay low and advance east through the exam room, moving parallel to the hall outside. This allows you to

sneak up on the shielded grunts and take them out from the side. Peek through the window on the right, take aim, and open fire before they turn in your direction. Hold near this window and help your teammate eliminate the remaining threats to the east.



Weapon Part #10: While in this exam room, turn to the north wall and look for the blue door leading into a small supply closet. Open the door and turn to the right to spot a weapon part package lying on the floor. Grab it to add the HL Reflex Core weapon part to your arsenal.

It's time to move on. Order your teammate to grab one of the dropped shields in the hall, then get behind him. Issue an advance order to resume your trek through the first floor. The hall turns south, then back to the west. Here you face another onslaught of dug-in mercs. There's even a mounted gun positioned at the hall's far end. Fire over the top of the shield to draw Aggro as your teammate pushes forward. Once in the hall, stop and prepare to ditch the shield—it won't tolerate much more punishment from that mounted gun.



Order your teammate to drop the shield, then quickly take cover along the sides of the hall. Your separation gives the enemies

two targets to focus on. Blind-fire around your cover to draw Aggro, then order your teammate to advance. But be ready to issue another Hold order as he reaches the next piece of cover.



CO-OP TAKEDOWN



If you both attack this hall while holding a shield, you'll have an easy time taking out the defenders. But make sure you have a

decent handgun equipped. The G18C is awesome for this advance. Deal with the mounted gun first, then push down the hall together, working as a team to flank the grunts equipped with shields.



If you have any grenades left, toss one down the hall, toward the mounted gun. There are several enemies clustered in this area, making

it easy to score multiple kills with one good toss. This may also take out the grunt with the shield, or at least make him expose his back. If you kill three or more enemies with one grenade, you'll earn the Grenadier Achievement/Trophy. Hold your current positions and continue hammering the opposition to the west.

Once all the mercs are dead, pop out of cover and order your teammate to regroup. Cautiously advance down the hall, watching

for stragglers or pistol-firing wounded foes near the mounted gun. Along the way, grab all the ammo and cash pick-ups. As you move down the hall, you hear the voice of a child. It sounds like he's trying to get your attention.



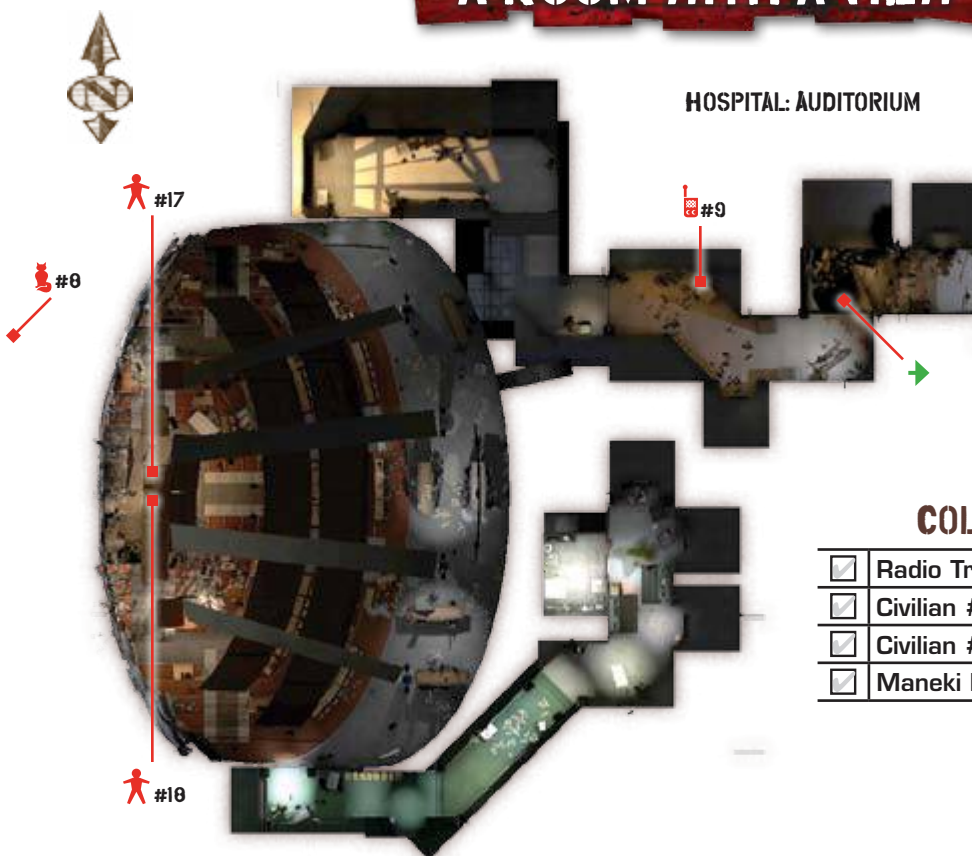
Proceed to the hall's end and turn right. A small boy pokes his head out of a closet door and urges you to follow him. There's nothing

else to do on this floor, so move to the closet where the boy is hiding. Clad in oversized boots and a huge helmet, the young boy insists on helping you reach the second floor. He even leads the way by climbing the ladder. This must be the storeroom ladder Wu was talking about. There's no use in arguing with the kid. Climb the ladder to reach the second floor.



A ROOM WITH A VIEW

HOSPITAL: AUDITORIUM



MAP LEGEND

- Insertion Point
- Cash
- Civilian
- Maneki Neko Cat
- Radio
- Supply Crate
- Weapon Upgrade
- End of Chapter

COLLECTIBLE CHECKLIST

<input type="checkbox"/>	Radio Transmission #9
<input type="checkbox"/>	Civilian #17: \$20,000
<input type="checkbox"/>	Civilian #18: SMG Silencer
<input type="checkbox"/>	Maneki Neko Cat #8

PRIMA OFFICIAL GAME GUIDE



Salem and Rios catch up with the boy on the second floor. He's busy looting a soda from an overturned vending machine. Apparently the boy came to the hospital to get medicine for his parents. But now that the invading forces are attacking, he's stuck here. The boy leads Salem and Rios to a hole in the ceiling and asks for a boost up to the next floor. Rios obliges, carefully lifting the boy through the mangled concrete and rebar. The boy is still insistent on helping, ordering Salem and Rios to follow him.



NOTE
YOUR ENCOUNTER WITH THE BOY TRIGGERS A NEW OPTIONAL SUBOBJECTIVE. IF YOU KEEP THE BOY ALIVE AND ESCORT HIM BACK TO DR. WU, YOU'LL RECEIVE A \$30,000 BONUS.



Following the cutscene, use a step-jump to reach the next floor. The boy waits above while you climb into position. Once you're both

on the top floor, follow the boy through the corridor to the west.



Radio Transmission #9: While following the boy, look for this radio sitting on a cabinet on the hall's right side—the darkness can make it easy to miss. Grab the radio to add Transmission 9 to your Radio Log. Jonah continues his diatribe in this transmission, railing against modern society's narcissism. Whoever this guy is, he makes Chan seem perfectly normal by comparison.

The boy eventually drops to a knee and lets you take the lead. Follow the corridor to the auditorium, where a cutscene shows another hostage situation playing out. Two civilians are being held at gunpoint by three grunts while an officer looks on. Fortunately, all four mercs have their backs turned to you. If you play this one right, you can rescue the civilians without firing a shot.



Drop to a crouch and sneak along the top row of seats on the auditorium's east side. When you reach a set of steps leading down to the west, order your teammate to grab the officer from behind. Keep your distance as your teammate moves into position and takes the officer hostage.



TIP
IF YOU'RE HAVING TROUBLE SNEAKING UP ON AN OFFICER WITHOUT BEING NOTICED, ORDER YOUR AI-CONTROLLED TEAMMATE TO PERFORM THE TASK.

Once the officer is held at gunpoint, rush down the stairs with your weapon trained on the three grunts below. It's only a matter



of seconds before they give up. While your teammate holds the officer, tie up the three grunts. Each bound merc earns you some positive morality. As soon as your teammate ties up the officer, issue a Hold order. You need him to hold near the low wooden wall near the steps to help fend off the incoming counterattack.



CO-OP TAKEDOWN



If you prefer a quicker resolution to the hostage crisis, initiate a co-op snipe from the top of the steps on the room's

north side. Have your friend take out the officer while you focus on one of the grunts near the civilians—use the countdown feature to synchronize your shots. After eliminating the first two targets, carefully score headshots on the two grunts who grab the hostages. They won't kill the hostages; instead they use them as shields while firing at you. So take a deep breath before pulling the trigger to ensure you don't hit one of the civilians. However, the officer will shoot the civilians, even if he's bleeding on the ground, so make sure he's down for good.

CHOICE: GET THE SNIPER RIFLE



If you ask the boy to grab the sniper rifle, he courageously dashes out of cover and crawls beneath a row of seats to retrieve it. Once he has a hand on the rifle, he stands up and jumps around victoriously as bullets whiz past him. It's not long before one of the bullets strikes his chest, causing him to drop to the floor.

Sure, the boy is dead, but you got the M107 0.50 Cal Sniper Rifle. Feel better? Obviously this selfish choice results in extreme negative morality. You'll also need to suffer through the somber montage of images showing the dying boy and his grieving parents. Since the boy is dead, you cannot escort him back to Dr. Wu, essentially forfeiting the \$30,000 reward.



CHOICE: STAY HIDDEN



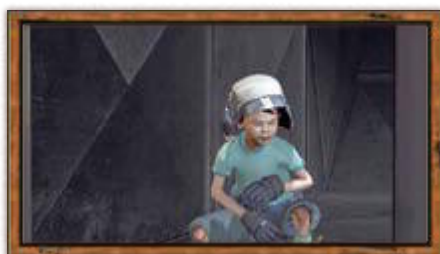
If you want the boy to live, tell him to stay hidden. He remains inside the duct to the east throughout the firefight, avoiding the

hundreds of incoming rounds whizzing through the auditorium. There is no montage for this choice at the moment, but you do earn extreme positive morality. This choice also makes you eligible to claim the \$30,000 reward for escorting the boy back to Dr. Wu. But you have to live long enough to make it that far.



Civilians #17 and #18: Now you can rescue the civilians. Free Goh Jeong, one the hospital's patients, to earn \$20,000. Rescuing Dr. Ming earns you the SMG Silencer to add to your arsenal. As usual, positive morality is awarded for rescuing each civilian. After freeing the civilians, immediately dash up the steps and take cover behind the low wooden wall, where your teammate tied up the officer.

CO-OP CHOICE #4



Saving the civilians triggers an all-out counterattack on the auditorium by mercs positioned in the damaged buildings to the

west. While you take cover, the boy, hiding in a duct to the east, notices a sniper rifle lying on the floor near your position. He offers to retrieve it for you. Do you want his help, or do you want him to stay safe behind cover?

PRIMA OFFICIAL GAME GUIDE



AUDITORIUM DEFENSE



assault. He needs you to hold them back while he and his staff evacuate patients. As mercs appear in the buildings to the west, activate your GPS and tag them. Pay close attention to snipers and grunts equipped with RPGs. Incoming rockets pose the biggest threat during this fight, so eliminate these hostiles as soon as they appear. If you're having trouble spotting them, follow the rocket's black trail of smoke back to the shooter.

NEW OBJECTIVE:
DEFEND THE HOSPITAL

REWARD: NONE

HOSTILE FORCES HAVE SET UP POSITION IN THE BUILDINGS ACROSS THE ROAD FROM THE HOSPITAL. DEFEND THE HOSPITAL WHILE DR. WU BEGINS THE EVACUATION OF THE HOSPITAL.

SALEM'S NOTES



Wu seems to think that Jonah has a psychological disorder. He says his behavior is indicative of a serious mental break. The fact that he's still been able to hire and coordinate a host of PMCs makes it all the more terrifying.



toward this gun, and pick them off before they can get behind it and start opening fire. If you start taking fire from the mounted gun, wait for your buddy to draw Aggro, then peek out of cover and snipe the gunner.

Some of the snipers are concealed by thick black smoke caused by the fire on the auditorium's floor. Activate your GPS to locate these

hostiles and tag them. This causes their orange silhouette to appear on the GPS interface, making it easy to countersnipe them. Keep the GPS active while peering through your scope, centering your sight on the sniper's head.



Another significant threat is the mounted gun, positioned on the second floor of the building on the right. Watch for grunts moving

As activity in the buildings in the west dies down, turn your attention to the auditorium's southern doorway. Five mercs, led by an elite soldier, bust through this door in an attempt to flank you. Wait for your teammate to draw Aggro, then dart up the stairs to the east.



While the mercs rush down the auditorium's southern steps, flank them from the northeast, firing down on their position from the top

row of seats. If they're still clustered in a tight group, take cover behind the seats and lob a grenade in their direction. At the very least, a grenade will cause them to rush out of cover, making them much easier to mow down. Keep up the pressure until the auditorium is free of threats. You'll know the last of the enemies is down when Dr. Wu instructs you to exit through the open doorway to the south.



Maneki Neko Cat #8: Before leaving the auditorium, turn back to the buildings on the west side to locate this chapter's last Maneki Neko Cat. It's sitting atop a refrigerator on the second floor of the building on the right. Equip your sniper rifle and peer through the scope to locate and shoot it.

As Wu instructed, exit the auditorium through the southern doors, but don't let your guard down. A few more mercs are positioned

in the hall ahead. Hold near this corner and engage the two hostiles hiding behind an overturned gurney.





More voices can be heard around the next corner. Take cover on the hall's left side, and hold your weapon around the corner to blind-fire. Spray this area with automatic fire to neutralize the two mercs by the soda machine. Once these guys are down, the floor is finally clear.

Beyond the soda machine is another small storeroom with a ladder leading down. If you kept the boy alive, he catches up with you at this point and dashes into a duct. You can't fit inside the duct, so slide down the ladder to keep up with the kid. Keep hold of the ladder, because it's a long way down.



LAUNDRY DAY

HOSPITAL: LAUNDRY ROOM



MAP LEGEND

	Insertion Point		Radio
	Cash		Supply Crate
	Civilian		Weapon Upgrade
	Maneki Neko Cat		End of Chapter

COLLECTIBLE CHECKLIST

- | | |
|--------------------------|--------------------------------|
| <input type="checkbox"/> | Cash: \$30,000 |
| <input type="checkbox"/> | Weapon Part #11: TG-400 Shield |



The ladder drops you into a storage room filled with folded clean sheets. You must be near the laundry room. Before moving out, take a moment to access the Weapon Customization screen. For the fight ahead, you'll want a low-Aggro weapon with a high rate of fire. The P90 or MP5 are excellent choices—just make sure you attach a silencer. When you're ready to move out, open the door and step into the adjoining corridor.



PRIMA OFFICIAL GAME GUIDE



A cutscene reveals a new type of heavy soldier blocking your path. His name is the Flamethrower. As you may have guessed, he's

armed with a flamethrower. This guy's busy cremating the bodies of dead civilians in the laundry room. As you regain control, notice that the Flamethrower's back is turned. You need to shoot the red fuel tank on his back. Pump a few rounds into the tank until he turns toward you.

NEW OBJECTIVE:**THE FLAMETHROWER MUST DIE****REWARD: NONE**

ENEMY UNITS WITH FLAMETHROWERS ARE BURNING BODIES IN THE HOSPITAL. YOU DON'T WANT TO BE ONE OF THEM. TAKE OUT THE FLAMETHROWER UNITS AND MOVE FORWARD.



As the Flamethrower starts moving toward you, order your teammate to regroup and draw Aggro. This causes him to open fire

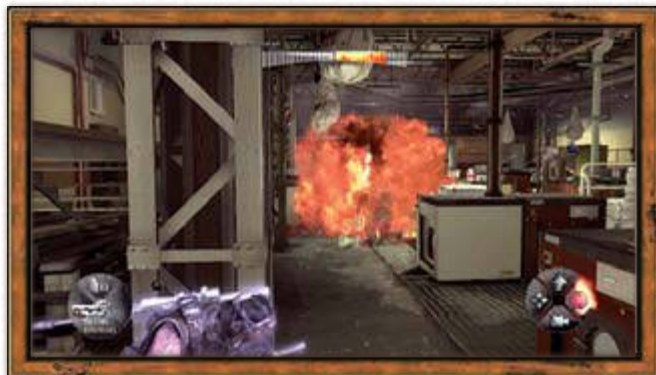
on the Flamethrower while staying on the move. As the Flamethrower focuses on your teammate, dash around him to get a clear shot at the tank on his back.



Once you have the Flamethrower's fuel tank in your sights, open fire and order your teammate to hold and draw Aggro. However, make sure your buddy is a safe distance from the Flamethrower before issuing this order; otherwise, he could be roasted before you score the kill. If the Flamethrower gets too close to your buddy, order him to regroup.



WATCH YOUR STEP WHILE RUNNING AROUND THE NORTH SIDE OF THE LAUNDRY ROOM. IF YOU STUMBLE INTO THE PILE OF BURNING BODIES, YOU'LL BECOME ENGULFED IN FLAMES.



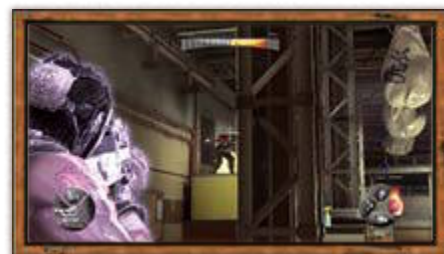
Pump round after round into the red fuel tank on the Flamethrower's back until it begins to spew flames. At this point, the Flamethrower stops and begins flailing about, trying to jettison the fuel tank. Keep your distance and seek cover before the tank explodes, killing the Flamethrower. Don't let your guard down—you have another round to go.

**CO-OP TAKEDOWN**

If you're responsible for drawing Aggro, hunt down the grunts in the laundry room with a loud high-Aggro weapon. Simply

firing at these enemies will draw the Flamethrower toward you. Once the grunts are down, fire wildly in the direction of the Flamethrower while running around the south side of the laundry room. This will help hold his attention while your buddy sneaks up behind him. However, watch your ammo. If you run out, you won't be able to draw Aggro, causing the Flamethrower to turn on your teammate. Pick ammo and weapons off the dead grunts to stay in business.

Next, turn to the southwest corner of the laundry room and watch for another Flamethrower marching in your direction. He's joined by a few grunts, attacking from the duct to the east and the doorway to the northeast. Deal with the grunts first, then worry about the Flamethrower.





Recycle the same gameplan you used against the first Flamethrower to take out this second heavy soldier. Have your buddy draw Aggro, then circle around behind the thug to target the fuel tank on his back. Keep moving and ensure your buddy does the same. Issue a series of Advance, Regroup, and Hold orders to keep your teammate one step ahead of the Flamethrower's devastating weapon. If your buddy is injured, you won't be able to defeat this enemy on your own. Once the laundry room is clear, the boy enters through the northeastern doorway. Wait for the flames to die down, then approach the bodies of the Flamethrowers to grab their cash and one of their weapons.



Cash: Before leaving the laundry room, look for the pair of duct openings on the western wall. Crouch down and enter either opening to access the duct. Inside is a pile of cash worth \$30,000.

When you're ready to exit the laundry room, move to the north side and have your teammate help you open this sliding door. But make sure you've got everything in the laundry room you need (the cash and flamethrower) before doing this—there's no turning back.



NEW OBJECTIVE:

FIGHT YOUR WAY TO THE RECEPTION

REWARD: NONE

ENEMIES HAVE FOUND THEIR WAY INSIDE THE BUILDING. FIGHT YOUR WAY THROUGH THEM AND REACH THE HOSPITAL'S RECEPTION.

SALEM'S NOTES



This group we're fighting in the hospital is not even from the same country as the guys who were trying to shoot us earlier. They seem to have very specific objectives: These guys are trying to capture the hospital to deal with their own casualties and end any hope for the local people.

Enter the corridor beyond the sliding door, and press against the wall on the right as you near the corner to the right. There are more hostiles positioned down the hall to the east. You can't hit them with the flamethrower at this range, so order your teammate to hold and draw Aggro; you'll need to get a lot closer if you hope to put that flamethrower to use.



Once your teammate has acquired full Aggro, dash into the hall to the east and rush up the short set of steps on the left. This leads

to a side passage that allows you to flank the enemies ahead.

Open the door at the top of the steps, and creep into this cramped corridor on the north side of the main hallway. Be ready to roast anyone who gets in your way. But be mindful of the flamethrower's short range—you practically need to be on top of someone before you can envelope them in flames. Once you've hit someone, lay off the trigger to conserve fuel. Your target will eventually succumb to the flames.



PRIMA OFFICIAL GAME GUIDE



Ignore the door on the right and keep moving ahead, following the passage to the south. You're now in position to attack the remaining grunts from behind. Take cover along the side of the doorway, and blind-fire around the corner to torch anyone standing on the other side. Keep the trigger pressed and sweep the flamethrower left and right, igniting any nearby targets. If the flamethrower doesn't get them, your teammate to the west will.



There's one more merc to take out. He's hiding in the elevator shaft to the south. Carefully creep into position from the east

and douse the shaft's interior with flames. Make sure you're close enough to hit the grunt hiding inside. The area is now clear, so order your teammate to regroup.



CO-OP TAKEDOWN



Although there are two flamethrowers in the laundry room, it's best to attack this hall with only one. When drawing Aggro, simply blind-fire around the corner to draw the mercs' attention. It's important to continue firing as your buddy ignites the first target—you need to keep the enemies facing west while your friend sneaks up behind them from the east. Just be careful not to hit your buddy. The flamethrower is a high-Aggro weapon, so you need to offset its effects with your suppressive fire.



Weapon Part #11: Before entering the elevator shaft, turn back to the supply closet at the main corridor's east end. On the shelf to the right is a weapon part package. Grab it to acquire the TG-400 Shield.

Step up into the elevator shaft to reunite the boy and Dr. Wu. The \$30,000 reward is now yours. Wu feared he'd never see the boy again and is very grateful for your assistance. But the enemy attack is still under way. Wu needs you to hold the entrance while he evacuates the patients.



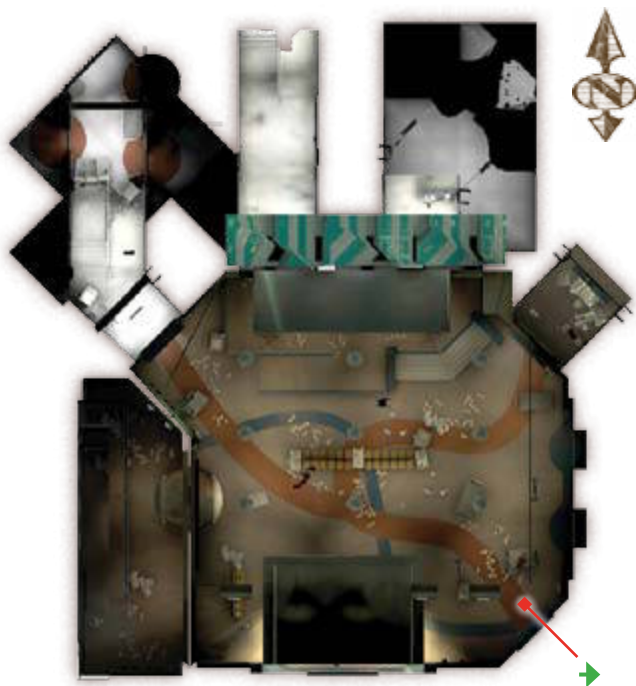
Now that the boy is safe, you're treated to a montage telling the rest of his story. The boy is shown returning to his apartment with a bag of medicine. But as he enters the front door, he finds his parents are being held hostage by masked gunmen. As



the gunmen rummage through his bag and take the medicine, the boy pulls out a pistol and eliminates the thugs, rescuing his parents from certain doom. It looks like he learned from the best!

HOSPITAL: RECEPTION

A POOR RECEPTION



MAP LEGEND

- | | |
|-----------------|----------------|
| Insertion Point | Radio |
| Cash | Supply Crate |
| Civilian | Weapon Upgrade |
| Maneki Neko Cat | End of Chapter |



Following the cutscene, you find yourself in the southeast corner of the reception area. You have only a few seconds before the enemy begins pouring through the four hallways to the north, so take a moment to pick the appropriate weapons for defending this room. Consider choosing an assault rifle, but don't bother equipping a scope; the room isn't that large, so magnification isn't necessary. Plus, scopes reduce your peripheral vision, thus increasing your chances of being flanked. If you haven't already, ensure your primary weapon is equipped with a high-capacity magazine to avoid frequent reloading.

NEW OBJECTIVE:

DEFEND THE RECEPTION

REWARD: NONE

DEFEND THE HOSPITAL RECEPTION UNTIL THE EVACUATION IS COMPLETED. DON'T MOVE UNTIL WU GIVES YOU THE ALL CLEAR.

RIOS'S NOTES



While Salem was unconscious, Wu said that Jonah was collecting civilians from the city and holding them in camps as hostages to prevent the army from retaking the city. That must be why we haven't seen anyone yet.

The reception desk on the southern wall is your fort during this fight, so don't let it be overrun. Order your teammate to hold behind the desk's eastern flank while you take up a position to the west. It's not long before the attackers show up in the two halls directly to the north. These positions give both of you a line of sight into the halls, so focus your fire on these choke points to prevent the mercs from gaining a foothold in the reception room.



Once you've downed the first wave of attackers, Dr. Wu radios that more are on the way. He suggests grabbing some ammo during the lull. If you're low on ammo, quickly dash north and grab some pick-ups dropped by the dead enemies. Otherwise, stay put and wait for the arrival of the second wave.



TIP
 WHEN PLAYING THE CAMPAIGN SOLO, YOUR AI TEAMMATE NEVER RUNS OUT OF AMMO. SO ALWAYS KEEP HIM POSITIONED BEHIND THE DESK WITH A HOLD ORDER IN AGGRO MODE, SO HE KEEPS SHOOTING.

PRIMA OFFICIAL GAME GUIDE



The second wave is led by a pair of mercs equipped with shields; they enter the reception area via the doors in the northeastern and northwestern corners. Wait for your teammate to draw Aggro, then look for open shots along the sides of their shields—at the very least you can usually hit their shoulder. If you can't get a clear shot, toss a grenade behind them, then mow them down as they rotate to protect themselves from the blast. Keep a mental note of where each shield is dropped and prevent other mercs from grabbing them and resuming a shielded attack.



Don't neglect the balcony to the north. Several snipers (and other mercs) fire down on you from this elevated position. Even if you stay behind the desk, you may take hits from these enemies. So make an effort to clear the balcony as soon as enemies move into view. If you let this area get too congested, wait for your teammate to draw Aggro before peeking over the desk to take a shot.

Toward the end of the second wave, several officers armed with shotguns rush forward, peppering the desk with buckshot.



Engage these guys early on, before they can move to close range. Aim at their heads to knock off their helmets, then continue firing to score the lethal headshot. When Rios warns that there's more coming, you've eliminated the second wave. Rush out of cover and grab any ammo pick-ups to replenish your supply, then get back behind the desk before the third and final wave arrives.



The third wave plays out like a remix of the first two, with enemies pouring out of all four hallways and firing

at you from the balcony. To avoid getting completely overwhelmed, aggressively engage the hostiles as soon as they come into view, prioritizing the snipers on the balcony. If enemies take cover behind the seats and overturned gurneys to the north, flush them out by tossing grenades in their direction. Hold out until Dr. Wu gives you directions out of here.

NEW OBJECTIVE:

FIGHT YOUR WAY TO THE MALL

REWARD: NONE

DR. WU HAS GIVEN YOU DIRECTIONS TO A MALL ON THE BANKS OF A NEARBY RIVER. FIGHT YOUR WAY TO IT.

RIOS'S NOTES



More news on Jonah's plans. He's been using civilians as human shields around tactical installations, making aerial bombardment impossible. The only way anyone could get to him is on the ground, but nobody knows where he is.

Once you've eliminated the third wave, search the dead mercs for ammo and cash. Next, regroup with your teammate on the room's west side and approach the revolving door; you must work together to push this door open.



Once on the other side, equip a new weapon. In the street outside the hospital, you'll face a Gatling heavy soldier. You'll need a low-Aggro weapon to flank him while your teammate draws his attention—go with a silenced P90 or MP5. When you're ready to move out, say farewell to Dr. Wu and open the door to the west. Get ready for another intense firefight on the hospital's front steps.

HOSPITAL STREETS

HOSPITAL STREETS



MAP LEGEND

- Insertion Point
- Cash
- Civilian
- Maneki Neko Cat
- Radio
- Supply Crate
- Weapon Upgrade
- End of Chapter



Immediately after stepping through the hospital's front door, take cover behind one of the concrete blocks flanking the stairway. Make sure your teammate does the same, then issue a Hold order. As your teammate draws Aggro, activate your GPS and clear the street below of targets. Continually peek around the left and right side of the concrete block to watch enemies sneaking up the stairs.



Pay close attention to the damaged building across the street to the southwest. Snipers frequent the second and third floors of this building. However, there's very little cover for them to hide behind, so pick them off before they can take shots at you and your buddy.



PRIMA OFFICIAL GAME GUIDE



As promised, the Gatling makes his appearance in the alley across the street, blasting his way through the gate and advancing toward your position. Remain behind cover and wait for your teammate to build up heavy Aggro—this causes you to glow blue. You need your teammate to hold on the top of the hospital steps while you circle around to flank the Gatling from behind.

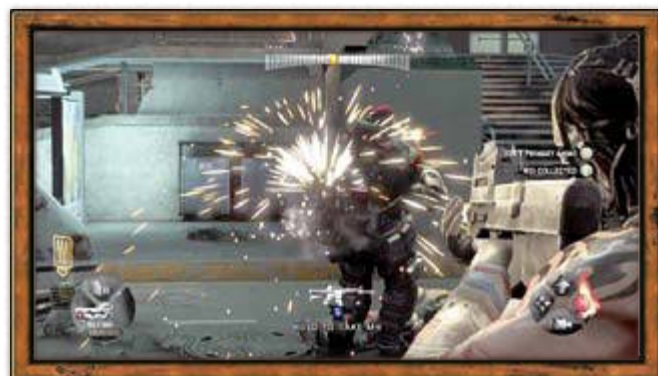


As the Gatling unloads on your teammate's position, dash down the hospital's southernmost steps and toward the street. As long as the Gatling is focused on your teammate, you have nothing to worry about. Keep moving until you can get behind the blue hatchback at the bottom of the steps.



Take cover along the passenger side of the blue hatchback and watch the Gatling to the north. Hold here and eliminate any surviving grunts with your silent P90. Go for headshots to avoid drawing any Aggro. If the Gatling turns in your direction, quickly duck behind cover and wait for your buddy to regain his attention.

Wait for the Gatling to walk past the white sedan on the street's west side, then dash toward the western sidewalk. Take cover along the white sedan's passenger side, and creep toward the back of the car so you can target the red bag strapped to the Gatling's back.



As long as you use a low-Aggro weapon such as the silenced P90, you can pound away on the Gatling's back without drawing his attention. Just make sure your teammate keeps firing from the hospital steps. Keep an eye on the Aggro meter at the screen's top, and stop firing if you begin to glow red. Wait for your teammate to build up Aggro before resuming your attack on the Gatling; you can afford to have him open fire on you at this range. Keep up the attack until the bag on the Gatling's back explodes, causing him to finally slump to the ground.



CO-OP TAKEDOWN



The top of the hospital's steps is the best place to hold if you're the one responsible for maintaining the Gatling's

attention. Take cover behind one of the concrete blocks, and blind-fire in the direction of the Gatling while your friend flanks. But be ready to really pour on the heavy fire when your friend begins the attack on the Gatling's back. You need to offset the Aggro of your friend's weapon by firing in continuous, long bursts. This will prevent the Gatling from turning around and targeting your buddy at close range.



Now that the street is clear, order your teammate to regroup. While waiting for your buddy to catch up, grab the Gatling's cash

and weapon. It's time to put this bad boy to use as you clear the alley to the west. You're close to the end, but don't let your guard down.



Take cover behind these wooden crates near the alley's entrance, and use the Gatling gun to blind-fire around your cover. This

causes you to draw heavy Aggro, giving your teammate a chance to flank. Order your buddy to advance, then issue a Hold order once he reaches a decent piece of cover. Keep firing the Gatling gun to give your teammate a chance to engage the enemies without coming under fire—all the incoming fire is focused on you.

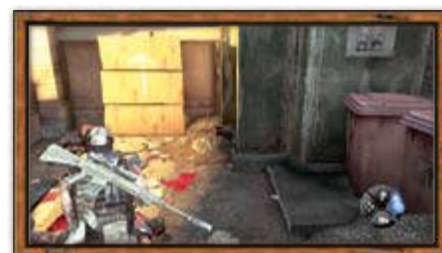


As your teammate establishes a safe position to the west, creep forward and take cover behind a crate on the alley's left side. A mounted gun is positioned to the west, so avoid exposing yourself by taking aimed shots. Instead, hold the massive weapon around the side of your cover, and saturate the alley with automatic fire. What it lacks in accuracy, the Gatling gun makes up for with its awesome rate of fire. Keep up the pressure until the gunner and all nearby foes are down for the count.



By now, the Gatling gun is probably out of ammo, so ditch it and proceed with the primary weapon of your choice. Advance beyond the mounted gun and watch for more mercs hopping over a wall at the alley's end. Take cover and pour on the fire, preventing these mercs from escaping this dead end. If you have any grenades, this is a good spot to use them, as the thugs have nowhere to run.

The step-jump point at the alley's end marks the close of this chapter. Consider retracing your steps back through the



alley to gather any ammo and cash dropped by your opponents. Once you're ready to move on, interact with the step-jump point to end the chapter and earn the Emergency Room Achievement/Trophy. Now you need to find that mall by the river Dr. Hu was talking about. Maybe you can find a way to escape there?



PRIMA OFFICIAL GAME GUIDE

CHAPTER 5: THE MALL

IT'S RAINING CRAZY

Location: Rui Jin Road, Shanghai • **Date:** July 12, 2010 • **Local Time:** 5:12 p.m.

WESTERN STREETS



MAP LEGEND

	Insertion Point		Radio
	Cash		Supply Crate
	Civilian		Weapon Upgrade
	Maneki Neko Cat		End of Chapter



According to Dr. Wu, these propaganda-filled streets lead to the mall. It's unclear what you'll find when you get there, but it's worth checking out. Jonah's been busy plastering his messages all over the city. More red leaflets are dropped from a cargo plane and flutter to the ground as an APC and grunts patrol ahead. Before moving out, equip a low-Aggro weapon with a silencer—a silenced pistol or submachine gun is sufficient.

NEW OBJECTIVE:

FIGHT YOUR WAY TO THE MALL

REWARD: NONE

DR. WU SAID THE MALL WAS THE QUICKEST WAY OUT OF TOWN. SO FIND IT.

SALEM'S NOTES



We fought our way through the hospital only to find the city has become a ghost town. In a few short days, Jonah has managed to reduce Shanghai to rubble and ash. It's barely recognizable as the place we saw when we arrived.

COLLECTIBLE CHECKLIST

- ☒ Weapon Part #12: Trueshot MK. 1



Hold near the level's start, and wait for the patrolling grunt to enter the alley to the east. Crouch down and creep south, then turn east, taking cover behind the base of this pillar. The patrolling grunt stops with his back turned toward your position. There are also a few other mercs visible in the eastern alley, but don't worry about them now. Instead, aim at the back of the nearby grunt's head, and drop him with your silenced weapon. All it takes is one shot to the back of the head, so don't get trigger-happy. The sound of ricocheting bullets may attract more hostiles, so keep it quiet.



DON'T ADVANCE DOWN THE FIRST EASTERN ALLEY—IT'S A TRAP! ON THE ALLEY'S OTHER SIDE, YOU ARE FLANKED BY A MOUNTED GUN TO THE NORTH AND AN APC TO THE SOUTH.



Immediately after eliminating the first grunt, turn south and approach the next intersection. Another grunt stands here with his

back turned. Creep up behind him and shoot him in the back of the head. Thinning out these patrolling grunts silently allows you to advance to the east without drawing unwanted attention.

Continue south, passing the body of the grunt you just eliminated. Turn east to spot another patrolling grunt walking away from you. While



still crouched, follow the grunt from a distance. Wait for the flaming telephone pole to collapse before taking aim; otherwise the smoke and embers make it difficult to get a clean shot. As the grunt stops on the street's right side, raise your weapon and pop him in the back of the head.

Cautiously move east toward the next intersection. As you get closer, you can see the back end of that APC you saw earlier. Circle



around the rear of the APC until you can see the gunner on top—he's facing north, away from your position. Once again, aim at the back of his head and fire another silent round. This effectively neutralizes the APC.



Sneak past the back of the APC and take cover behind this nearby slab of concrete. Activate your GPS and scout the north side of this street. This area is packed with enemies. Directly north are several grunts, an officer, and a Flamethrower. At the street's far end is a defensive line manned by several grunts, a mounted gun, and a Shotgunner. You've got your work cut out for you!



You won't be able to avoid detection much longer, so peek over your cover and silently eliminate the nearby grunts, shooting them in the back of the head. Eventually, the Flamethrower and Shotgunner will advance in your direction. Take this as your cue to retreat.



PRIMA OFFICIAL GAME GUIDE



Sprint down the street to the west, with your buddy following closely behind. When you reach the southwestern intersection, turn around and open fire on the approaching Shotgunner and Flamethrower. The Shotgunner is faster, so he takes the lead, firing his shotgun as he charges forward. Quickly aim at his head and knock away his helmet before landing the fatal headshot. If he doesn't go down immediately, backpedal to keep a safe distance from his flesh-shredding shotgun.



Now you need to deal with the approaching Flamethrower. Resume your retreat, this time turning north, toward the level's start. When you reach the street's northern end, order your teammate to hold and draw Aggro. Meanwhile, hold your fire. As the Flamethrower focuses on your teammate, simply sprint right past him. He may turn in your direction, but you're fast enough to get away. He'll eventually turn his attention back to your teammate.



Once you have the Flamethrower flanked, open fire on the tank on his back. But you must act quickly before he closes in on your buddy's position. Keep up the pressure until the tank explodes. Catch your breath and wait for the flames around the Flamethrower's body to die down before attempting to grab his cash. Now it's time to deal with the rest of the mercs in the eastern street.



CO-OP TAKEDOWN



Have your buddy hold near the start of the level while you clear out the grunts in the nearby streets. But once you draw the attention of the Shotgunner and Flamethrower,

order your buddy to open fire and draw Aggro. This causes them to advance down the central alleyway. Now you can catch them in a crossfire. Hold on the street's south side while your friend fires from the north. As the Shotgunner and Flamethrower charge toward your friend's position, hit them from behind.



Retrace your steps back to the same slab of concrete by the APC's rear, and begin engaging the mercs in the street to the north. Remove your weapon's silencer and blind-fire over the top of the slab to draw Aggro. Once you have full Aggro, order your teammate to take control of the mounted gun at the small metal barricade to the north.



As your teammate opens fire with the mounted gun, Aggro shifts to him. Now you can peek out of cover and snipe enemies to the distant north. Focus on the RPG-firing mercs first, then take out anyone behind the mounted gun at the large barricade on the street's north end. Hold these positions until incoming fire from the north subsides dramatically.



Rush to your buddy's position by the mounted gun, then dash toward the street's west side, taking cover behind the recycle bins

near the alley. Meanwhile, make sure your teammate stays positioned behind the mounted gun to continue pinning the survivors to the north.



CO-OP TAKEDOWN



Although the mounted gun has unlimited ammo, it can still overheat, rendering it useless for a few seconds. So go easy

on the trigger. All it takes is a short burst every few seconds to draw heavy Aggro. Suppress the enemies to the north while your buddy takes out the hostiles in the windows to the east. Instead of just spraying rounds, aim at the distant mercs behind the northern barricades and mow them down as they peek out of cover. You can score a surprising amount of kills with this weapon.



LOOK FOR THE YELLOW LADDER NEAR THE RECYCLE BINS ON THE STREET'S WEST SIDE. THIS LEADS UP TO A BALCONY, WHICH IS A GREAT SPOT FROM WHICH TO FIRE DOWN ON THE ENEMIES TO THE NORTH. BUT BEFORE CLIMBING THE LADDER, MAKE SURE THE ENEMIES IN THE EASTERN BUILDING ARE DOWN FOR GOOD.

While your teammate continues providing covering fire from the mounted gun, leapfrog north, dashing from



one piece of cover to the next. By now you should have eliminated the mercs at the northern barricade, but continue utilizing cover to avoid being cut down by an unseen straggler—you've come too far to die now. If you come under fire, duck down and tag the enemy for your teammate. Continue identifying and eliminating targets behind the barricade until the street is finally clear.



Weapon Part #12: As the street falls silent, move to its far north end and search behind this Dumpster for a weapon part package. Grab it to acquire the Trueshot MK.1 part.



Gather any cash and ammo off the dead mercs, then order your teammate to regroup. Advance through the alley on the street's

east side to reach a closed gate. Now's a good time to change weapons. Equip an assault rifle for your primary weapon and choose the DE-O.44 as your sidearm. Now have your buddy help you open the gate and proceed to the alley on the other side.

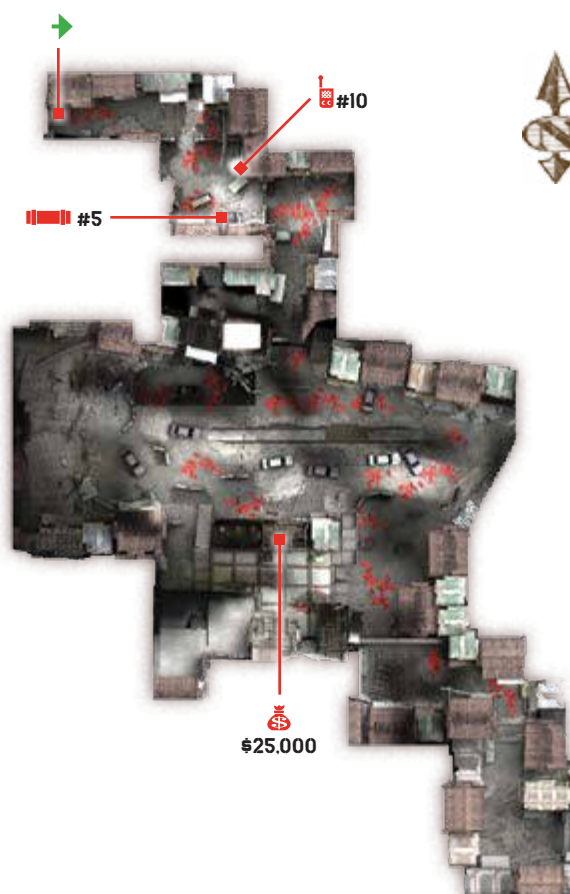


Hold behind the recycle bins and watch for movement in the buildings to the east. Several grunts are positioned in the upper floors of these buildings, eager to flank you as you move north. Don't give them the satisfaction. As soon as they show themselves, peek over the recycle bins and spray the windows with automatic fire. Hold here until the rest of the eastern buildings are clear.

PRIMA OFFICIAL GAME GUIDE

A SHATTERED CITY

EASTERN STREETS



MAP LEGEND

- | | | | |
|--|-----------------|--|----------------|
| | Insertion Point | | Radio |
| | Cash | | Supply Crate |
| | Civilian | | Weapon Upgrade |
| | Maneki Neko Cat | | End of Chapter |

COLLECTIBLE CHECKLIST

<input checked="" type="checkbox"/>	Radio Transmission #10
<input checked="" type="checkbox"/>	Supply Crate #5: \$40,000
<input checked="" type="checkbox"/>	Cash: \$25,000



As you enter the next alley, Alice tries to check in, but her transmission breaks up. Rios informs her that they're heading toward a mall, but Alice's response is unintelligible. Follow the alley to this conspicuously unguarded courtyard—an open supply crate suggests an ambush. Order your teammate to hold at the wall outside the courtyard. You'll need him to hide and provide fire support while you initiate a Mock Surrender.

Step into the courtyard to trigger the ambush. Two hostiles pop out from behind cover and order you to surrender. Raise your hands and drop to your knees when ordered to do so. As the officer radios for further instructions, aim at his head and initiate a Quick Draw.



If you have the DE-O.44 equipped, this Quick Draw sequence is easy. Blow off the officer's head, then aim right to decapitate the grunt. If all goes well, you'll have this courtyard clear in a couple of seconds, at the cost of only two bullets. Now you're free to loot the supply crate and grab the nearby radio.



Radio Transmission #10: Turn to the courtyard's left side to find a radio lying on the ground near a barrel. Grab it to add Transmission 10 to the Radio Log. In Jonah's latest transmission, he says that his men have taken thousands of people hostage around the city and warns the Chinese military not to intervene. Jonah then promises to release the hostages once his work is complete, whatever that means.



Supply Crate #5: If you took down the two mercs without triggering a full-scale firefight, the supply crate on the courtyard's south side remains open. Rummage through its contents to collect \$40,000 in cold, hard cash. Before moving out, consider using some of that new money to upgrade your gear.



Exit the courtyard via the iron gate to the east—kick it open. Take cover in the adjoining alley and observe the situation to the south. Another small army of mercs is positioned in the street ahead, blocking your way to the mall. There's no other way around, so you'll need to attack.

Exit the courtyard via the iron gate to the east—kick it open. Take cover in the adjoining alley and observe the situation to the south.

Initiate the attack with a co-op snipe. Target the officer standing in the street to the south while your teammate hits one of the nearby grunts. Once you both have a target, squeeze the trigger to stir the hornet's nest. As soon as you fire, gunfire erupts from the south, so quickly duck behind cover to avoid getting hit. Order your teammate to hold and draw Aggro.



Switch to your assault rifle and target the hostiles at the alley's end. Also pay close attention to the building to the far south.

A few of the grunts in the upper floor are armed with RPGs. There are also a few snipers and a mounted gun positioned on the same floor. So aim at these windows and blast anything that pops into view.

While your teammate draws Aggro, advance to this small alcove on the alley's right side. From here, you can spot more mercs hiding behind cover to the southeast. Blind-fire around the corner of the alcove to draw Aggro, then order your teammate to advance. Once your buddy reaches the low concrete wall by the alcove, issue a Hold order to make him stop. Hold here until the majority of hostiles to the southeast are eliminated.



Next, turn to this gate on the alcove's west side. Have your buddy give you a lift over using a step-jump. As soon as you reach the

other side of the fence, issue a Hold order to keep your teammate in the alcove. You need him to draw Aggro while you flank.

PRIMA OFFICIAL GAME GUIDE



THERE'S AN RPG ON THE OTHER SIDE OF THE CHAIN-LINK FENCE. ALTHOUGH IT'S TEMPTING TO PICK UP, YOU'RE BETTER OFF STICKING WITH YOUR PRIMARY WEAPON FOR NOW.



Creep through the side alley toward the street. But don't rush out into the street just yet. A mounted gun is positioned on the street's far west side. Sidestep along the alley, toward the street, while aiming west. When the gunner comes into view, quickly aim and fire before he spots you. If you come under fire, take cover along the alley's western wall and lob a grenade toward the gunner to take him out.



With the gunner down, exit the alley and take cover behind the nearby recycle bins. Now order your teammate to advance.

Turn to the east to watch him move into view. As he nears the concrete wall, issue a Hold order to have him draw Aggro.



Soon after taking out the gunner, a Shotgunner arrives directly south of your position. Hold your fire and wait for your teammate to bait him into moving away from you. As the Shotgunner rushes toward your teammate, peek over the recycle bins and unload on the Shotgunner's head; he's much easier to kill when he's not peppering you with shot. After downing the Shotgunner, hold your current positions and ensure the street is clear of hostiles before proceeding. If necessary, use the nearby mounted gun to help eliminate mercs.



The street may be clear, but the building to the south isn't. Order your teammate to regroup and climb the set of stairs directly south of the recycle bins. These steps lead up to the building's second floor, where there are likely more mercs hiding out. Take cover along the wall at the top of the steps, and blind-fire around the corner as several mercs rush into view from the south. Finish off this group, then search the second floor for ammo and cash.

To return to the street, descend the same set of steps you climbed. Turn to the west and order your teammate to take control of the mounted gun. This position is critical for defeating the incoming counterattack, which is led by a Gatling. Once your buddy is behind the mounted gun, issue a Hold order. You need him to draw Aggro with the mounted gun while you flank the Gatling.



Now it's time to spring the trap. Creep toward this alley to the south. As you near the red garbage bins, the wall ahead explodes and the Gatling makes his surprise entrance. As soon as you hear the wall explode, turn around and sprint west, taking cover on the street's north side.



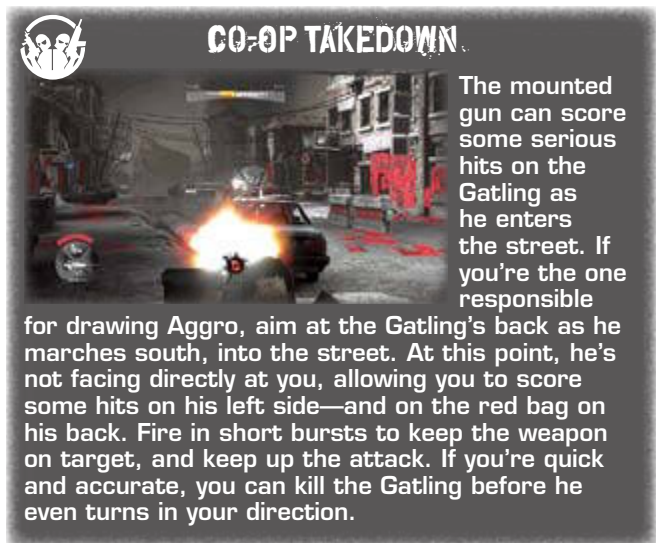
AS YOU TRIGGER THE GATLING'S ARRIVAL, YOUR TEAMMATE MAY AUTOMATICALLY SWITCH TO A REGROUP ORDER. THIS HAPPENS WHENEVER YOU ADVANCE A LONG DISTANCE FROM YOUR AI TEAMMATE. IF THIS OCCURS, IMMEDIATELY ORDER HIM TO GET BEHIND THE MOUNTED GUN TO THE WEST.



It won't take long for the mounted gun to draw the Gatling's attention, prompting him to march west. As your buddy draws heavy Aggro, hide on the street's north side and wait for the Gatling to move past your position. The low concrete wall is a great piece of cover, as it offers great protection if the Gatling turns toward you. The cars lining the street are a bad choice, as they'll explode if they take heavy damage.



The Gatling only led the counterattack. There are still several mercs near the breached wall to the south. While your teammate provides covering fire from the mounted gun, cross the street and take cover behind one of the cars opposite the alley. From here, you can flank the pinned mercs as they desperately blind-fire over their cover. As long as your buddy keeps them pinned, they won't even notice you picking them off one by one.



CO-OP TAKEDOWN

The mounted gun can score some serious hits on the Gatling as he enters the street. If you're the one responsible

for drawing Aggro, aim at the Gatling's back as he marches south, into the street. At this point, he's not facing directly at you, allowing you to score some hits on his left side—and on the red bag on his back. Fire in short bursts to keep the weapon on target, and keep up the attack. If you're quick and accurate, you can kill the Gatling before he even turns in your direction.



Cash: After quelling the Gatling's counterattack, enter the building on the street's south side. A pile of cash worth \$25,000 is waiting for you on the ground floor.

Scour the street for ammo and cash, then order your teammate to regroup and follow you through the breached wall to the south. Follow the alley beyond and have your teammate help you open the gate ahead. You're not far from the mall now.



When the Gatling passes your position, aim at the red bag on his back and open fire. Don't worry about equipping a silencer this

time; the mounted gun draws more than enough Aggro to offset your weapon's Aggro rating. Keep firing until the red bag explodes, causing the Gatling to fall on his face. But don't let your guard down.



PRIMA OFFICIAL GAME GUIDE









A TRIP TO THE MALL

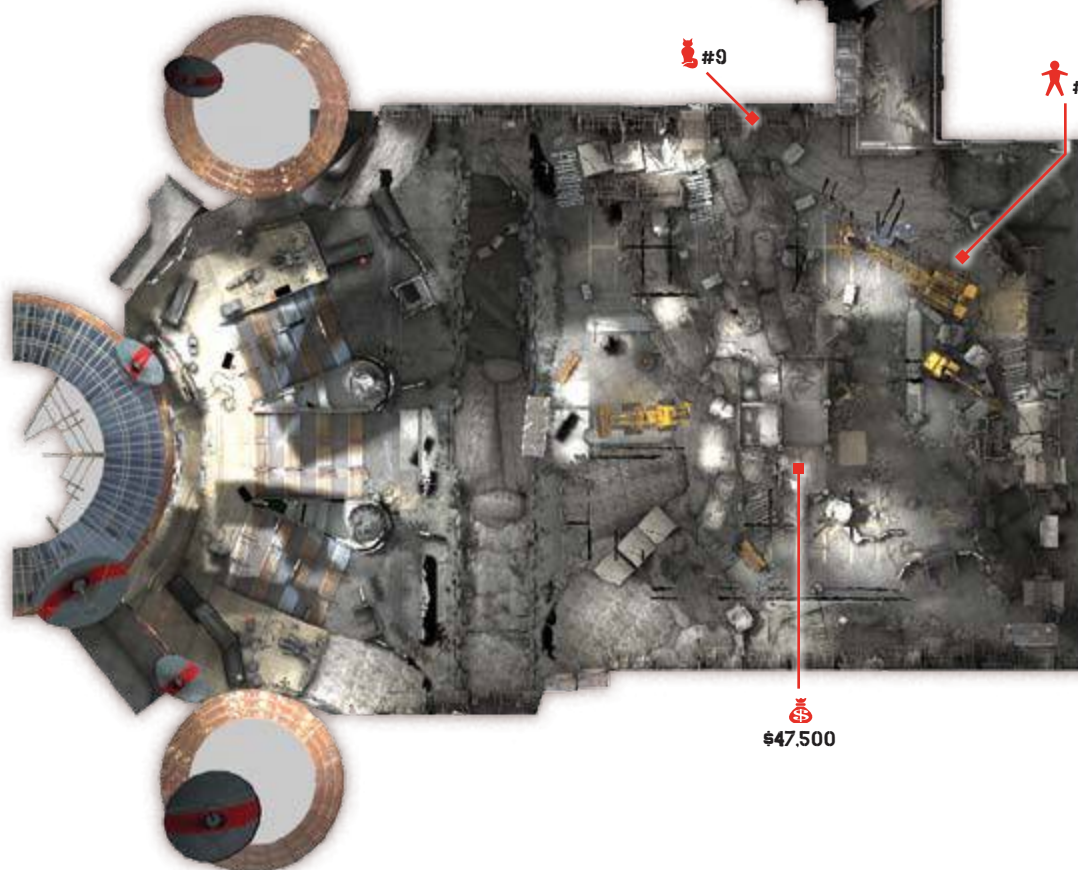
MALL EXTERIOR

COLLECTIBLE CHECKLIST

<input checked="" type="checkbox"/>	Radio Transmission #11
<input checked="" type="checkbox"/>	Civilian #19: MK Grenade Launcher
<input checked="" type="checkbox"/>	Maneki Neko Cat #9
<input checked="" type="checkbox"/>	Cash: \$47,500

MAP LEGEND

	Insertion Point		Radio
	Cash		Supply Crate
	Civilian		Weapon Upgrade
	Maneki Neko Cat		End of Chapter





After passing through the gate, Alice tries to reach you, but once again, her signal cuts in and out. She says something about the mall,

but it's impossible to tell whether she's telling you to go there or stay away. You have no other choice than to move ahead.



Radio Transmission #11: Look on the alley's left side to find another radio. Pick it up to add Transmission 11 to your Radio Log. Jonah continues to dominate the airwaves with more of his crazy sermons, this time condemning society's reliance on government and other institutions. It sounds like he's making a case of total anarchy.

Continue down the alley until you spot a lone officer ahead—his back is turned to you. It's difficult to take this guy hostage, because as you sneak up behind him, he moves away. At the same time, two grunts move into view, looking directly toward the officer. This makes grabbing the officer even more dangerous.



Instead of trying to subdue these guys peacefully, prepare for a co-op snipe. Target the officer while your teammate targets one of



the grunts. Instead of using your sniper rifle, stick with your primary weapon. When you're ready, shoot the officer in the back of the head to begin the attack. With two targets down, focus on the surviving grunt, and mow him down before he can take cover.



Resume your advance down the alley until you spot a huge demolition crane. A cutscene shows a hostage situation in the construction site below. Take cover near the low concrete wall at the alley's end, and activate your GPS to identify the three mercs and the male civilian by the crane. But don't waste time; if you wait too long, the civilian will be shot.

Don't bother equipping a sniper rifle; just take aim and shoot the three grunts by the civilian. To avoid hitting the civilian, consider equipping a scope on your assault rifle for precise targeting. Start by shooting the northernmost grunt, as he's the one responsible for executing the civilian. Once he's down, shoot the other two grunts before they can retaliate. The civilian isn't considered rescued until you interact with him, but for now you have more pressing concerns.



TIP
IF THE CIVILIAN IS KILLED DURING YOUR RESCUE ATTEMPT. CONSIDER RESTARTING FROM THE LAST SAVE CHECKPOINT AND TRYING AGAIN. IF SAVED, THE CIVILIAN REWARDS YOU WITH THE MK GRENADE LAUNCHER—ONE OF THE MOST POWERFUL WEAPONS AVAILABLE.



Your intervention in the hostage situation has triggered a flurry of activity to the south. Duck behind the low concrete wall for cover,

and scan the area for threats. Most notable is a grunt armed with an RPG in the second floor of the building to the southwest. If he manages to fire a rocket in your direction, it will blow away the low concrete wall, eliminating your only piece of cover. Take him out quickly.

PRIMA OFFICIAL GAME GUIDE



Order your teammate to hold behind the concrete wall while you head down into the construction area; climb down the chunks of concrete to the east. Take cover behind the large yellow bulldozer scoop and tag targets to the south. More hostiles are positioned in the upper floors of the southwestern building. There's also several enemies hiding behind a metal barricade to the south. One of them mans a mounted gun. Hold here and help your teammate clear the area to the south. Also, watch for enemies attempting to flank you from the building to the southwest. Draw Aggro while your teammate snipes the targets to the far south.



Civilian #19: As the incoming fire subsides, rush toward the crane to free the civilian you rescued earlier. You're rewarded with the MK Grenade Launcher for rescuing Tao Deng. If you've rescued every civilian you've encountered thus far, you also earn the Humanist Achievement/Trophy. Good work!



Wait for you teammate to draw Aggro, then creep south toward the metal barricade. Take cover behind the Dumpster by the APC. Watch for a Shotgunner here, and take him down quickly. At this range, you can blind-fire over the Dumpster and take him out; just don't let him live long enough to flank you. Work together with your teammate to take this guy out fast.

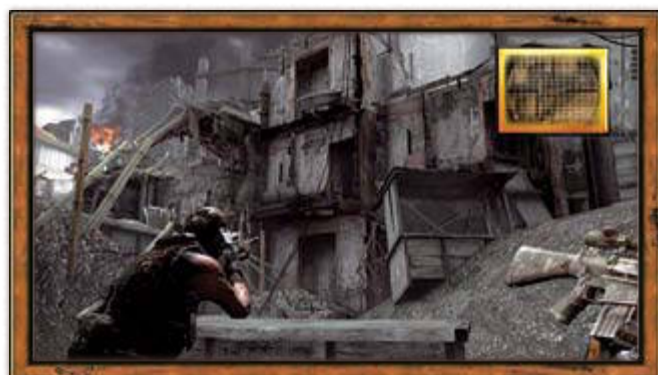


CO-OP TAKEDOWN



Instead of pushing up the middle, flank the southern barricade from this path to the far east. From here you can pick off

mercs hiding behind the barricade. However, it's best to eliminate the Shotgunner before moving into this confined space; you don't want to deal with him here.



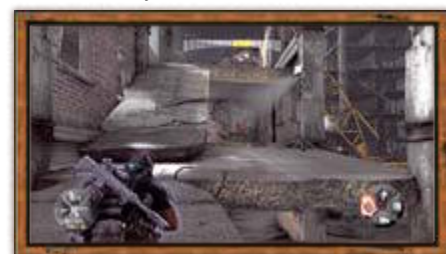
Maneki Neko Cat #9: Before leaving this area, turn back to the north and peer into the second floor of this building beyond the yellow bulldozer scoop. There's a Maneki Neko Cat in this building to the northwest. You may need a scope to see and hit this cleverly hidden cat. If you're having trouble locating it, look for the white bathtub on the third floor, then tilt your view down to spot the cat on the floor below.



Order your teammate to regroup and maneuver around the barricade to the south. As you pass the mounted gun,

turn right and watch for more grunts dashing down a path to the west. Take cover behind the APC and shoot anything that moves. Also watch for enemies in the nearby building—this is where you're headed next.

The mall's entrance is finally within view, but several mercs defend the path ahead. Instead of engaging them on the ground level, rush up into the nearby building, using the concrete slabs as ramps to reach the third floor.





At the top of the third floor's ramp, turn left and duck behind this low concrete wall for cover. From this position, you can easily engage

the mercs occupying the path to the north. When you can no longer see any threats from this position, cautiously move out of cover and peer over the west side of the building to look for enemies directly below. Hold on the third floor until all incoming fire stops.



Cash: On your way downstairs, look behind the concrete ramp on the building's second floor to locate a pile of cash worth \$47,500.



With your teammate following closely behind, exit the building and advance along the northern path leading toward the mall.

There may still be a few stragglers hiding behind the crates and rubble strewn about this path, so take it slow and utilize cover, leapfrogging from one object to the next. Continue until you reach a perch overlooking the mall to the west.



CO-OP TAKEDOWN

Let your teammate advance toward the mall on their own while you hold in the third floor of the building to

the east. Equip your sniper rifle and peer out the two windows on the building's west side to pick off the mall's defenders. But be ready to take cover beneath the window as you begin to draw Aggro. Take this opportunity to tag enemies for your friend. From this high vantage point, you can see everything, including targets your teammate can't. When you're out of ammo for your sniper rifle, switch to an assault rifle with a scope and resume your long-range assault.



Jonah's men have turned the mall into some kind of a fortress. The exterior is fortified with metal barriers and a bunker. Take cover behind the vertical chunk of concrete on the path's right side, and order your teammate to hold. But don't consider moving out just yet. Focus your fire on the mounted guns first. There's one mounted gun inside the bunker and a second one behind the barrier on the bunker's south side. As you approach, neither mounted gun is manned, so aim at any grunts that rush toward these two guns.



TIP
SHOOT THE RED EXPLOSIVE BARRELS ON THE MALL'S NORTHERN STEPS AS ENEMIES RUSH PAST THEM. THIS IS AN EASY WAY TO TAKE OUT SEVERAL MERCS WITH ONE FIERY EXPLOSION. HOWEVER, AVOID SHOOTING THE RED BARRELS ON THE SOUTHERN STEPS—YOU'LL WANT TO SAVE THESE FOR LATER.



Once you've eliminated the mercs outside the mall, drop off the perch and approach this bulldozer to the south. As you approach,

the bulldozer takes off, clearing a path through the barricades on the mall's southern steps.



Before following the bulldozer toward the mall, make sure you have an automatic weapon equipped—preferably one

with a high damage rating. When you're ready, rush up the southern steps where the bulldozer has already crashed into the mall. But when you reach the steps, a fresh group of mercs ambushes you, initiating a back-to-back sequence.

PRIMA OFFICIAL GAME GUIDE



During this sequence, mercs attack from all directions. The first wave approaches from the west, at the top of the steps, led by a Shotgunner. Aim at the Shotgunner's head and take him down before he gets too close. Next, locate the rest of the grunts and mow them down. Now's a good time to target the red barrels surrounding the southern stairs. But try to get the most out of each explosion, targeting the barrels when there are several nearby mercs.

The enemies don't attack only from the west. Turn around and watch for a group trying to sneak up behind you from the east. Unfortunately, there are no red explosive barrels in this area to assist, so simply hold down the trigger and rake your aiming reticle over each of the enemies. You don't have to reload during back-to-back sequences, so just keep firing.



As the battle progresses, keep an eye on the rooftop to the north. A couple of mercs attack from this elevated position, one of them armed with an RPG. The first incoming rocket is a near miss, but the second shot will be a direct hit, so don't let the RPG-firing merc live long enough to shoot a second rocket.



Even if you survive the RPG attacks, this isn't a fight you're destined to win. A cutscene shows another RPG-equipped merc attacking from the south. This time, the incoming rocket slams into the ground near Salem's and Rios's feet, causing the screen to fade to white. A Shotgunner approaches and ensures you're both unconscious. After a quick stomp to the face, everything goes black.

Even if you survive the RPG attacks, this isn't a fight you're destined to win. A cutscene shows another RPG-equipped

MAP LEGEND

- Insertion Point
- Cash
- Civilian
- Maneki Neko Cat
- Radio
- Supply Crate
- Weapon Upgrade
- End of Chapter

TRAPPED

MALL: PROMENADE





You awake to the blurred vision of two mercs standing over you. Apparently you've been taken captive by Jonah's men. Even worse, you've been separated from your teammate. So you're on your own for now. You need to find a way out of your cell.



AT THIS POINT IN THE CAMPAIGN, THE GAMEPLAY BRANCHES DEPENDING ON IF YOU'RE PLAYING AS SALEM OR RIOS. IF PLAYING AS SALEM, PROCEED WITH THE "SALEM'S ESCAPE" WALKTHROUGH BELOW. IF YOU'RE PLAYING AS RIOS, SKIP AHEAD TO THE "RIOS'S ESCAPE" SECTION.

SALEM'S ESCAPE



to get back on your feet. Your weapons and mask are missing, Rios is nowhere to be found, and the gate ahead is guarded by a grunt and an officer. You'll need some help to get out of here.

NEW OBJECTIVE: ESCAPE YOUR CELL

REWARD: NONE

THIS IS LESS THAN IDEAL. SEPARATED AND UNARMED. EVENTS HAVE TAKEN A TURN FOR THE WORSE. FIND A WAY OUT OF YOUR CELL.

SALEM'S NOTES



You ever wake up on the street with no money and no memory of the night before? That's basically what happened to me. Seems Jonah's boys have isolated us for interrogation. I have other plans.

This mall has been converted into holding cells. Presumably this is where the civilians were at one point or another. Don't know where they've been moved to now, but I know I'll need to find a gun to find out.



There's little you can do inside the cell but wait. Stand near the bars and wait for an oddly dressed man to sneak up behind the officer and take him hostage. While holding the officer at gunpoint, the stranger shoots the grunt, then snaps the officer's neck.



Once your guards are dispatched, the man introduces himself. His name is Breznev. He says Rios is being held on

the other side of the complex and offers to lead you to him. He then opens the gate, allowing you to escape your cell. Grab the Type 77 Pistol off the dead grunt and follow Breznev. It's time to find Rios.

NEW OBJECTIVE:

REGROUP WITH YOUR PARTNER

REWARD: NONE

YOU'RE AN ARMY OF TWO. NOT ONE. GO FIND YOUR BUDDY AND GET OUT OF THIS PLACE.

SALEM'S NOTES



This Breznev guy is more than a little creepy, and he's been working with the bad guys for a while. Seems like he doesn't care which side of the fence he's on so long as he gets paid. I don't trust him.

As you follow Breznev, Rios checks in over the radio.

Apparently he's managed to bust out of his cell on his own. Breznev suggests that they meet up at a control room. You can follow the large gray cables on the floor to this location, making for easy navigation.



PRIMA OFFICIAL GAME GUIDE



NOTE

DURING THIS SEQUENCE, YOU'RE WITHOUT YOUR MASK AND ITS GPS INTERFACE. STILL, IF YOU STAY CLOSE TO BREZNEV, HE'LL LEAD YOU TO THE RENDEZVOUS POINT WITH RIOS.



You eventually come to a room occupied by two grunts. Breznev holds back and lets you take the lead on this engagement. Sneak up behind the nearby guard and take him hostage. This causes the second grunt to surrender. Wait until the other grunt drops to his knees, then tie up your hostage. Afterward, approach the kneeling grunt and tie him up too. This may not be the fastest way to get past these guys, but it earns you some positive morality.

Wait for Breznev to open the gate, then follow him into this corridor. More grunts patrol this area, but they're armed only with pistols.



Take cover behind these crates on the right, and wait for the patrolling officer to turn around. When he's not looking in your direction, shoot him in the back of the head to commence the firefight.



Once again, Breznev holds his fire until you take action. But once the shooting starts, Breznev jumps into action.

Watch for

enemies flanking from the west. Let Breznev deal with these guys while you focus on the mercs to the north. As the incoming fire dies down, proceed down the main corridor to the north, then look for cover as it bends to the west.

During the advance, you have no direct control over where Breznev moves or stops. There's also no Aggro meter, so you can't

see who's drawing the most fire. Still, look for opportunities to flank when Breznev has drawn the attention of multiple mercs. However, don't advance too far ahead of him. Watch for the green plus icon above his head to keep tabs on his position. When he moves out, the path ahead is clear—follow him!



Take cover as you approach this partially opened sliding door. Four grunts are inside the next room and rush out, firing their pistols at close range. Breznev can handle most of these guys on his own, so hold back and provide support from a safe distance.



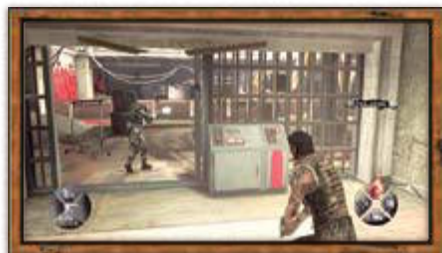
In the next room, locate the console and interact with it. This must be the control room Breznev was talking about. Rios is near a similar console on his side of the mall. The console opens the sliding door to the south, giving you access to the promenade.

NOTE

DURING CO-OP, BOTH SALEM'S AND RIOS'S CONSOLES MUST BE ACTIVATED SIMULTANEOUSLY TO PROCEED TO THE NEXT AREA. IF YOU REACH THE CONSOLE BEFORE YOUR TEAMMATE REACHES THEIRS, YOU MUST WAIT BEFORE PROCEEDING.



Rush south, but be ready to duck behind cover as a group of mercs rush into view. Work with Breznev to take out this small squad of grunts and officers. These enemies are still armed only with pistols, so they don't pose a serious threat. But they still outnumber you, so stay behind cover.



As the hall to the south is cleared, Breznev rushes into a store on the left and opens the final gate leading to the promenade.

At this point, Rios moves into view on the promenade's south side. You can finally issue orders to your teammate, so have him hold and draw Aggro as you and Breznev attack from the south.

Rios is armed with an assault rifle, allowing him to draw Aggro from the promenade's south side. This distracts the mercs in front of you, making them easy to pick off with your pistol. Since you're still without your mask, there's no Aggro meter at the top of the screen. But you'll still glow blue when your buddy has built up Aggro. Take this as your cue to flank.



BREZNEV MAY BE BRAVE, BUT HE'S NOT INVINCIBLE. IF HE GOES DOWN, DRAG HIM TO SAFETY AND HEAL HIM BEFORE HE DIES-YOU CANNOT GET OUT OF THE MALL WITHOUT HIS HELP.



Keep pushing west along the northern promenade while Rios draws Aggro. Just ahead is a group of officers and elite soldiers armed with SCAR-L assault rifles. Wait until Rios or Breznev has their attention, then pop out of cover and pick them off one by one. These guys are tougher than regular grunts, so you'll need to knock off their helmets first before you can score a lethal headshot. Once they're down, rush over to one of their bodies and grab a SCAR-L. This is a big improvement over your pistol.



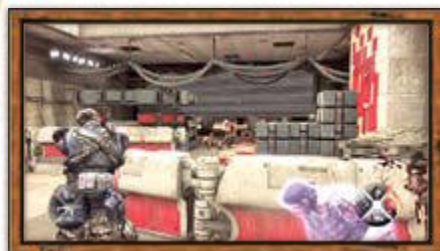
Now that you have some decent weaponry, help Rios advance along the southern promenade. Turn south and engage the mercs on the other side in an attempt to draw Aggro. Once the enemies turn in your direction, order Rios to advance. Keep firing at the enemies on the southern promenade while Rios moves west. When Rios is directly south of your position, issue a Hold order. Now you can finish off the rest of the mercs to the south by catching them in a crossfire.

Now move toward the escalator to the west. There are plenty of mercs on the floor below waiting to gun you down.

Take cover along the right side of the escalator and order Rios to advance. Once he reaches the escalator on his side of the promenade, issue a Hold order. You'll want him to hold and provide covering fire from this elevated position while you and Breznev head downstairs.



PRIMA OFFICIAL GAME GUIDE



Follow Breznev down the escalator and take cover behind this metal barricade. Several officers and grunts pour through the partially opened sliding door to the west. As long as Rios has Aggro, feel free to peek over the barricade and take aimed shots at these advancing mercs. However, attacking at this range has consequences—watch out for incoming grenades and be ready to dive out of their blast radius.



Once the last of the mercs are down for good, issue a Regroup order to have Rios join you on the floor. Initiate a fist bump to welcome your buddy back. Now you need to find your gear. Breznev says the armory is straight ahead. Follow him to the sliding door to the north and have your buddy help you open it.



IF YOU PLAYED "TRAPPED" AS SALEM, SKIP AHEAD TO THE "JUST BLOW IT ALL TO HELL" SECTION.

RIOS'S ESCAPE

Like Salem, Rios regains consciousness in a makeshift cell somewhere in the sprawling mall complex. You don't have access to GPS or your weapons. Start by getting up off the floor, then wait until the guard outside the cell door is all alone, with his back turned.



NEW OBJECTIVE:
ESCAPE YOUR CELL

REWARD: NONE

THIS IS LESS THAN IDEAL. SEPARATED AND UNARMED. EVENTS HAVE TAKEN A TURN FOR THE WORSE. FIND A WAY OUT OF YOUR CELL.

RIOS'S NOTES



I woke up alone in a cell. I don't know where Salem is, but the people who captured us seem to want to interrogate us. I have no intention of waiting for them to do it.

Sneak up behind the guard standing outside the cell door, and press the Kill Guard button shown at the screen's bottom. Rios reaches through the bars and snaps the guard's neck. Once the guard slumps to the floor, open the gate to exit your cell.



As you exit the cell, Rios contacts Salem over the radio. Apparently he's been set free by some Russian merc named Breznev.

Breznev suggests following the large cables on the ground to a control room. You can regroup there. Before moving out, be sure to pick up the Type 77 Pistol dropped by the guard—you'll need it to get out of here.

NEW OBJECTIVE:
REGROUP WITH YOUR PARTNER

REWARD: NONE

YOU'RE AN ARMY OF TWO, NOT ONE. GO FIND YOUR BUDDY AND GET OUT OF THIS PLACE.

With no GPS, you need to take Breznev's advice and follow the large set of cables on the floor. Proceed down the hall to the right to spot the cable. Follow it into the nearby store. Inside, hop through the hole in the wall on the left to enter a neighboring store patrolled by a lone grunt.



Instead of shooting the grunt, sneak up behind him and take him down with a melee attack. A gunshot may draw the

attention of more grunts outside the store, so it's best to deal with this guy silently. If you don't want to kill him, grab him from behind and tie him up. Regardless of how you dispatch the grunt, be sure to grab his ammo before exiting the store. Push open the gate.



Outside the store's gate, take cover behind these crates to the left and prepare to engage a group of mercs in the adjoining corridor. These guys are hiding behind metal barricades and a bunker, but they're armed only with pistols. Peek over the crates and take aimed shots at these guys. Go for headshots to take them down fast and to conserve ammo.



REMEMBER. YOU'RE ON YOUR OWN, SO DON'T TAKE UNNECESSARY RISKS. STAY BEHIND COVER AND DEAL WITH ONE ENEMY AT A TIME. IF YOU'RE INJURED, THERE'S NOBODY AROUND TO HEAL YOU, SO YOU'LL NEED TO RESTART FROM THE PREVIOUS CHECKPOINT.



Once you've taken out the first line of defenders, push toward the metal barricade and use it for cover as more mercs appear

in the distance. There are a few officers in this group, so a single headshot isn't enough. Knock away their helmet with the first shot, then follow through with the headshot. Once this corridor is clear, gather ammo off the dead, then follow the set of cables to the next room.

The cables are connected to a console; this must be the control room Breznev was talking about. As you approach the console,



Breznev tells you to push the button on the control panel. Interact with the console to open the nearby sliding doors. The path to the promenade is now open.

Exit the control room and follow the cables toward this long corridor. Three grunts mingle on the hall's right side. Gun them down before they can take cover. Watch for a couple more grunts rushing down the hall. Make note of where they're hiding and pick them off one by one.



Once the hall is clear, rush to the far end and turn right. Inside this store is another console next to a closed gate. Interact with the console to open the gate, then step out onto the promenade, where Breznev and Salem are already dishing out some damage on the north side.



You can now issue orders to Salem, but you're still separated—he's on the north side of the promenade while you're on the

south side. Still, you can work together to clear a path to the west. Order your teammate to hold and draw Aggro, while you rush behind a crate for cover. As the enemies fire at Salem to the north, you can peek out of cover and pick them off. Once Salem acquires an assault rifle, he'll have a much easier time drawing Aggro, allowing you to take careful aim at the distracted enemies and score headshots with your pistol.



A bunker and series of metal crates and barricades offer the enemy excellent protection to the west. So order Salem to

advance and flank them from the north. Monitor Salem's movement along the northern promenade, then issue a Hold order when he's directly north of the bunker. A few of the grunts and officers here are armed with assault rifles, so stay behind cover and avoid toe-to-toe close-range duels.

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Once the area around the bunker is clear, grab a SCAR-L assault rifle off one of the dead mercs, and rush toward the escalator. Take cover along the escalator's left side, and open fire on the enemies on the floor below. Draw Aggro while Breznev and Salem advance down the escalator on their side of the promenade. Hold this position and provide covering fire until the floor is clear.

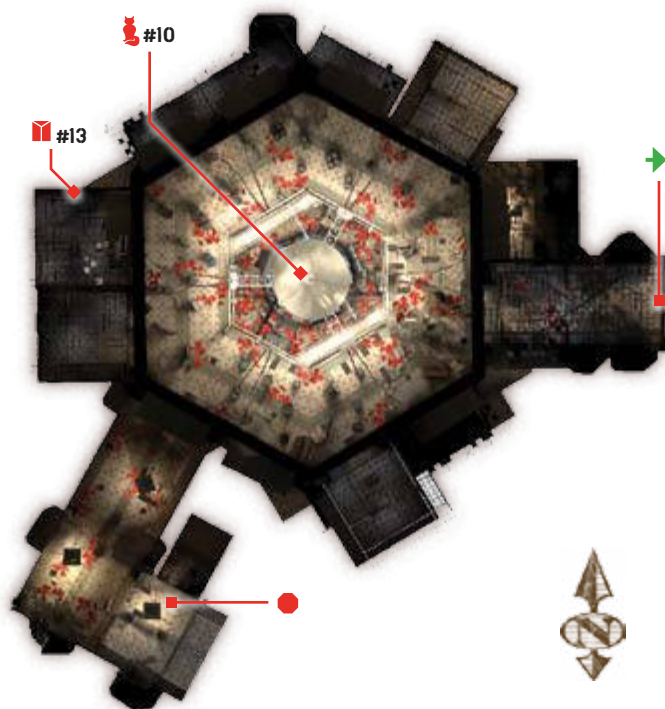
Once the area around the bunker is clear, grab a SCAR-L assault rifle off one of the dead mercs, and rush toward the escalator. Take cover along the escalator's left side, and open fire on the enemies on the floor below. Draw Aggro while Breznev and Salem advance down the escalator on their side of the promenade. Hold this position and provide covering fire until the floor is clear.

Descend the escalator and order Salem to regroup. Greet your buddy with a camaraderie-building fist bump. Now it's time to find your gear. Follow Breznev through the sliding door to the west, where he says the armory is located. Interact with the sliding door, then step inside the next room to rendezvous with your masks and weapons.



JUST BLOW IT ALL TO HELL

MALL: ATRIUM



MAP LEGEND

- | | |
|-----------------|----------------|
| Insertion Point | Radio |
| Cash | Supply Crate |
| Civilian | Weapon Upgrade |
| Maneki Neko Cat | End of Chapter |

COLLECTIBLE CHECKLIST

<input type="checkbox"/>	Maneki Neko Cat #10
<input type="checkbox"/>	Weapon Part #13: Kitchen Knife

Breznev leads Salem and Rios into the armory, where their gear is waiting. As Rios and Salem grab their weapons and masks, Breznev talks about how he got caught up in all this. He started off working for Jonah, mostly for the money. But he decided to split when he figured out Jonah was a lunatic. Now he's working for himself. Before they leave the armory, Breznev hints at a plan to exit the mall with a bang. Follow him to see what he's talking about.



NEW OBJECTIVE:

FOLLOW BREZNEV

REWARD: NONE

THE CRAZY RUSSIAN KNOWS THE WAY OUT. FOLLOW HIM AND STAY ALIVE.

SALEM'S NOTES



Breznev says that the invading force is constructed from dozens of independent PMCs, none of whom have knowledge of the bigger picture. Each one has a small task to perform, which they are paid for, which they perform without question. They couldn't have possibly known the scope of this horror. Does that make them less evil?



Follow Breznev down the hall to trigger a cutscene. Jonah's men have set up a communications network in the

mall's multilevel atrium to the west, with a large satellite dish suspended above the floor. Breznev's plan is to destroy the three anchor points securing the dish on the top floor, causing it to drop onto the communications equipment below. Breznev already has explosives prepped—all you need to do is place the bombs. Ignore the bombs for now, and search the atrium for a couple of collectibles before any mercs show up.

NEW OBJECTIVE:

PLANT EXPLOSIVES

REWARD: NONE

TAKE THE EXPLOSIVES AND PLACE THEM AT THE ANCHOR POINTS FOR THE SATELLITE DISH ON THE ROOF. ONCE ALL THREE ARE PLACED, BREZNEV WILL DETONATE THEM TO DESTROY THE COMMUNICATIONS NETWORK BELOW.

Maneki Neko Cat

#10: Aim at the atrium's fractured skylight, just above the satellite dish, to spot this chapter's last Maneki Neko Cat. You may need a scoped weapon to see and hit this distant target.



Weapon Part #13:

Next, cross to the atrium's west side and search behind the counter in this store to find another weapon part. This package contains the Kitchen Knife; you can attach it to your primary weapon and use it as a bayonet during melee combat.



Now it's time to place those bombs. Return to Breznev's position, and pick up one of the three bombs. It doesn't matter

which order you place the bombs in, as long as they're each dropped on the red painted X near each anchor point on the top floor. Once you have the bomb, mercs attack from the south. You can't shoot while carrying these massive bombs, so order your teammate to follow and draw Aggro as you advance toward the southern escalator leading to the top floor. Breznev automatically attacks the incoming enemies, too, helping draw fire away from you.



CO-OP TAKEDOWN



Lead the way toward the anchor points while your buddy carries the bomb. Your job is to draw fire away from your friend

and the bomb. But your buddy can always set the bomb down and give you a hand. Hold at the top of each escalator, and clear the top floor together before proceeding to the anchor point. Scan the top floor for threats while your buddy places the bomb. Instead of following your teammate back downstairs to retrieve another bomb, stay on the top floor and secure a safe zone around the next anchor point.

Expect more resistance as you near the top of the escalator. If necessary, drop the bomb and take cover behind it—yes, you can use



the bomb as a portable barricade. Once the top floor is clear, pick up the bomb again and turn left to reach the southern anchor point. Drop the bomb on the red X to fulfill the first third of this objective.



TIP
IF YOU'RE HAVING TROUBLE SPOTTING THE ANCHOR POINTS WHILE CARRYING THE BOMB, ACTIVATE YOUR GPS AND FOLLOW THE GREEN LINE.



Return to the floor below and pick up another bomb. This time, head toward the escalator on the atrium's north side. Once again, be ready

for a firefight as you reach the top of the escalator. Drop the bomb and take cover behind it until you can eliminate the enemies. Afterward, pick up the bomb and turn left, placing it on the nearby X, by the western anchor point. Two down, one to go.



Retrieve the third and final bomb from the floor below, and hike back up the northern escalator. This time turn right at

PRIMA OFFICIAL GAME GUIDE



the top of the escalator and advance toward the last anchor point. Watch out for mercs attacking from the nearby store. Order your teammate to hold and draw Aggro while you take cover behind the bomb. Finish off all the mercs, then place the bomb next to the northern anchor point.



All the bombs are placed and ready for detonation. Before rushing to the escalator, take cover and watch for a counterattack

originating from the northwest. A Shotgunner leads this squad of mercs. Take out the Shotgunner as quickly as possible, then move to flank the remaining mercs while your teammate draws Aggro.

After clearing the top floor, order your teammate to regroup and sprint down the nearby escalator to return to Breznev. As you draw near, Breznev detonates the bombs, causing the satellite dish to plunge down through the atrium and crash into the communications equipment below. Now you need to get out of here.



NEW OBJECTIVE: SHOOT YOUR WAY OUT REWARD: NONE

FOLLOW BREZNEV TO THE MALL'S EXIT. MURRAY SHOULD BE ABLE TO LINE UP AN EVAC CHOPPER NOW. SO GET OUTSIDE AND TRY TO REESTABLISH COMMUNICATIONS.

SALEM'S NOTES



This Breznev guy is bad to the bone. The only thing we've got out of him is information. He claims Jonah wants to send a message to the world: that people must ignore their governments and obey their basest instincts. No wonder he runs a PMC.



Eliminate any nearby mercs that attack after the detonation, then follow Breznev down the southern escalator. Prepare to

come under heavy attack on this floor, so sprint down the escalator and seek cover. Watch out for the Grenadier to the north, and be ready to dive away from any incoming grenades.



The Grenadier loiters on the floor's north end, near a couple of bunkers. Fight your way toward one of these bunkers and

attack the Grenadier through the small window. The bunker shields you from the incoming grenades, so you don't need to worry about moving. Simply aim through the bunker's window and shoot the Grenadier's three ammo bags. If you can hold the Grenadier's attention, your teammate can flank.



CO-OP TAKEDOWN



Hitting the ammo bag on the Grenadier's back can be difficult without flanking. Let your teammate draw Aggro, then rush

directly past the Grenadier, entering one of the stores behind him. From here you can hit all of the Grenadier's ammo bags. But if he turns in your direction, dart out of the store—it's tough to avoid explosions in such a confined space.

After wiping out the Grenadier and his men, grab his grenade launcher and follow Breznev through a couple of stores. Even in a heated situation like this, Breznev finds it appropriate to crack some corny jokes. Rios isn't amused.



Breznev leads you to a hole in the floor, with several mercs positioned on the floor below. Don't drop down yet. Instead, take

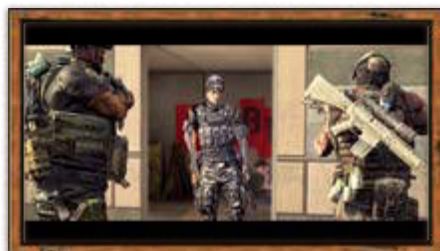
cover behind the crates on the right and scan the floor for targets. Put that grenade launcher to use, targeting clusters of enemies to get the most out of each shot. Keep lobbing grenades at the mercs below until the grenade launcher is out of ammo. Finish off the remaining enemies with your primary weapon.

Don't drop through the hole in the floor until Breznev leads the way. He won't jump down until all the enemies are dead. As

Breznev moves out, use the stacks of crates on the floor below as a makeshift staircase. This will prevent you from taking fall damage. Once on the floor, follow Breznev to the mall's exit.



CO-OP CHOICE #5



Breznev leads you to the mall's exit, where he has an injured woman locked up in a nearby maintenance closet. He bids Salem and Rios

farewell so he can tend to his prisoner on his own. But Salem and Rios aren't comfortable leaving this woman alone with him. Breznev counters with a proposal—he'll pay Salem and Rios a large sum of cash if they simply turn around and walk away.

CHOICE: TAKE A BRIBE



If you choose to take the money, Breznev hands over \$75,000 and suggests buying a new shirt, or a new gun. Salem reluctantly grabs

the cash and the two walk away. Breznev then enters the closet and shuts the door.



Making the choice to take the bribe causes your Morality meter to drop, but the woman in the closet isn't some innocent hostage. As the concluding montage shows, she's a trained KGB assassin. While still tied up, she performs an expert



roundhouse, knocking Breznev to the ground. But her martial arts is no use against Breznev's pistol. He shoots her, then walks away as she bleeds out in the closet.

CHOICE: STOP BREZNEV



If you choose to stop Breznev, Rios shoots him in the chest. As Breznev falls, a round discharges from his AK-47, striking Salem's

body armor. Bleeding and injured, Breznev laughs like a madman as Salem chastises Rios over his poor takedown. Salem then kicks the AK-47 over to the woman in the closet so she can finish the job. The two then leave Breznev behind while the woman grabs the rifle and plots her next move.

You earn positive morality for stopping Breznev, and in the montage that follows, it becomes clear that this woman isn't some innocent civilian—she's an assassin tasked with killing Breznev and everyone in his family. After leaving Breznev

for dead in the mall, the woman finds his wife and newborn son in a hospital. The assassin mercilessly slaughters Breznev's wife and prepares to shoot his son. Suddenly Breznev appears behind the assassin and guns her down before she can execute his son. It looks like taking the bribe wasn't such a bad idea after all.



THE CHAPTER AUTOMATICALLY ENDS FOLLOWING THE CO-OP CHOICE. IF THIS IS THE FIRST TIME YOU'VE COMPLETED THIS CHAPTER, YOU'RE AWARDED THE GONE SHOPPING ACHIEVEMENT/TROPHY.

CHAPTER 6: THE BUND

THE BUND

Location: The Bund, Shanghai • **Date:** July 12, 2010 • **Local Time:** 6:09 p.m.

THE BUND



COLLECTIBLE CHECKLIST

<input type="checkbox"/>	Radio Transmission #12
<input type="checkbox"/>	Weapon Part #14: Red Dot (3X)

MAP LEGEND

	Insertion Point		Radio
	Cash		Supply Crate
	Civilian		Weapon Upgrade
	Maneki Neko Cat		End of Chapter



The mall's exit leads into a tunnel not far from an industrial area along Shanghai's Huangpu River. Although you're underground, Alice manages to reach you over the radio. She's arranged for a chopper to pick you up on the Bund, at the end of the boardwalk. But you need to move out now—there's heavy merc movement in the area, and the chopper pilot is nervous about setting down in the middle of a war zone.

NEW OBJECTIVE:

REACH THE EXTRACTION POINT

REWARD: NONE

MURRAY HAS LINED UP A CHOPPER THAT CAN FINALLY GET YOU OUT OF SHANGHAI. YOU NEED TO SHOOT YOUR WAY ALONG THE BUND THROUGH A MASSIVE MUNITIONS STORAGE AREA TO GET THERE.

RIOS'S NOTES



We know that this invasion was launched by a guy named Jonah. We know his objectives are political: He wants to send a message by disrupting the city. But what message is it?



Radio Transmission #12: This radio is sitting on a generator near the insertion point; it's impossible to miss. Grab it to add Transmission 12 to your Radio Log. Instead of listening to Jonah this time, the transmission is an English newscast. Apparently the outside world is aware of what's going on in Shanghai, and they know the name of the man behind it all: Jonah Wade. The guy is a billionaire movie mogul with former military experience. Apparently he has a thing for action movies.



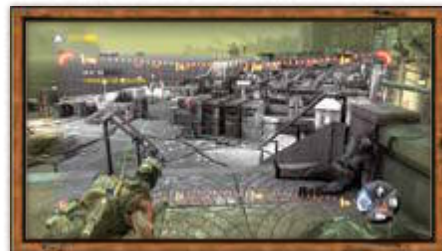
BEFORE EXITING THE TUNNEL, CONSIDER EQUIPPING YOUR NEW MK GRENADE LAUNCHER AS YOUR SPECIAL WEAPON (YOU

RECEIVED THIS FOR RESCUING THE LAST CIVILIAN OUTSIDE THE MALL). THE MK GRENADE LAUNCHER IS HANDY FOR TAKING OUT THE VARIOUS MOUNTED GUNS POSITIONED ALONG THE BUND. IF YOU HAVE SOME EXTRA CASH, CUSTOMIZE IT WITH THE MK MODEL-23 STOCK, THE MK 10 ROUND DRUM, AND A TACTICAL GRIP. MAXING OUT THE WEAPON'S AGGRO RATING EARNS YOU THE HATE MONGER ACHIEVEMENT/TROPHY. IF YOU'RE WORRIED ABOUT DITCHING YOUR SNIPER RIFLE, ADD A SCOPE TO AN ASSAULT RIFLE AND USE IT FOR LONG-RANGE ENGAGEMENTS.

Once you've selected and customized your gear, proceed to the revolving door at the tunnel's east end and help your teammate push it open.



As you step out onto the Bund, activate your GPS and scan the area to the east for targets. There are plenty of enemies to choose from, so focus your attention on the nearby grunts patrolling among the crates and barricades. Don't open fire yet.



Creep toward the pile of containers on the south side of the steps—a VSS sniper rifle is propped against one of the containers.

Grab it and order your teammate to hold on the south side of the steps while you creep to the north.

Settle in between two piles of containers on the north side of the steps, and aim with your newly acquired sniper rifle. The VSS is equipped with an integrated suppressor, allowing you to silently eliminate the grunts below. If you're quick, you can eliminate several targets before the rest of the enemies go on alert. The trick is to wait until your target is isolated, with nobody looking in his direction. If the grunts see one of their comrades take a bullet to the head, they'll freak out and initiate an alert. So remain stealthy as long as possible, but be ready to order your teammate to draw Aggro once the bullets start flying in your direction.



CO-OP TAKEDOWN

While your teammate snipes with the VSS, activate your GPS and tag targets for him. Monitor the patrolling grunts and

look for isolated targets for your buddy to take down silently. By serving as a spotter, you can focus solely on identifying targets while your buddy focuses on scoring headshots.

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Continue sniping with the VSS as your teammate draws Aggro. But the rifle has very limited ammo, so make each shot count, scoring headshots every time you squeeze the trigger. Although it's a sniper rifle, the suppressed VSS draws very little Aggro, allowing you to take your time with each aimed shot. Still, keep an eye on the Aggro meter to make sure your buddy is still taking all the heat. While sniping, watch the bunker to the east and don't let any grunts take control of the mounted gun inside.



When the VSS is out of ammo, switch to your assault rifle and make sure the scope is attached. For added

stealth, attach a suppressor to the end of the barrel. Expect more grunts, officers, and elites to attack from the east. The stairs to the northeast is a high-traffic area, so pick off grunts as they leap over the barricade and rush down the steps.

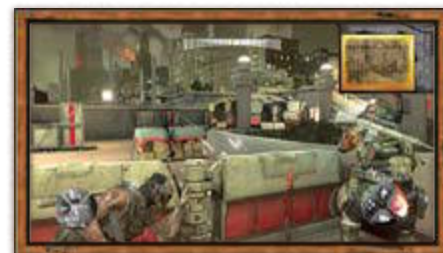
You'll eventually come under attack by the armored mounted gun to the far east. Even if you have a sniper rifle, taking out the grunt behind the armored plate is difficult. While your buddy provides cover, dash down the steps to the east and take cover behind this stack of crates near the bunker. Blind-fire over the crates to draw Aggro, then order your teammate to regroup. Once he reaches your position, order him to hold and draw Aggro.



Creep east toward the concrete planter box behind the bunker and equip the grenade launcher. While

your buddy has the mounted gun's attention, peek over the planter box and take aim. Firing the grenade launcher is similar to throwing a grenade. But these grenades are fired with a flatter trajectory, plus they explode on impact, giving your targets no time to run away. Center the trajectory on the mounted gun so the grenade impacts near the weapon's barrel—look for the muzzle flash. Squeeze the trigger to instantly take out the gunner and anyone else standing nearby. Awesome!

Dive to the right to take cover behind this metal barricade, and order your teammate to regroup; issue a Hold order once he joins



you. Your grenade may have silenced the mounted gun for now, but it's still operational and can be controlled by other grunts. You'll need to flank the position while your buddy draws Aggro here.



Wait until your teammate has full Aggro, then dash toward the southern set of steps. Take cover behind the metal barricade at the top of the steps and engage any grunts controlling the mounted gun. If you haven't encountered him yet, watch for a grunt armed with an RPG on this side too. As you draw Aggro, order your teammate to regroup. Work together with your teammate to clear this upper area before advancing any farther.



Next, leap over the metal barricade and turn left. Some steps here lead down into a small tunnel. Cautiously sweep the tunnel for

more hostiles, utilizing cover at all times. There may be a Shotgunner hiding out down here, so work together to take him down fast.



Weapon Part #14: While in the tunnel, search the floor for a weapon part package. This one contains the Red Dot (3X) scope—consider attaching it to your assault rifle now for improved magnification during long-range engagements.



Exit the tunnel and head east to engage another group of enemies. But this time you have a mounted gun of your own. Order

your teammate to take control of the mounted gun while you take cover behind the low wall. Equip your grenade launcher and take out the mounted gun to the northeast.

Next, watch the staircase directly east of your teammate's mounted gun. Several mercs rush up these steps, attempting to



reach cover on the upper level. This staircase is the perfect choke point. Lob grenades onto the steps to take out large numbers of enemies. If you haven't earned the Grenadier Achievement/Trophy yet, you're sure to get it here. But don't waste all your grenades. As traffic dies down, switch to your assault rifle and help your teammate clear out the remaining mercs.



CO-OP TAKEDOWN



If your buddy doesn't have a grenade launcher, it's up to you to cover the staircase to the east. The mounted gun

is very capable of clearing this area. Just watch out for incoming RPG rounds, and act quickly to mow down the shooter. If one of those rockets hits the mounted gun, you'll be knocked backward, requiring your teammate's medical attention.



Next, dash down the nearby steps and take cover behind this metal barricade on the north side. To the east is another staircase leading down into a tunnel. Several grunts and officers have probably taken refuge here. There's also a mounted gun in the tunnel. Equip your grenade launcher and lob a grenade down the steps to wipe out most of the enemies. Then order your teammate to regroup; issue a Hold order once he reaches this position. Have him draw Aggro while you flank this tunnel from the east.



Rush to the east and descend the steps in the northeast corner. From here you can flank any survivors in the tunnel, including any grunts behind the controls of the mounted gun. Still, it may be tough to spot enemies hiding around the corner to the south. So if you still hear enemy chatter, lob another grenade into the tunnel to clear out the rest of the enemies.









Once the downstairs area is clear, order your teammate to regroup. Gather cash and ammo off the dead, then turn to the south to advance through another revolving door—have your buddy give you a hand.



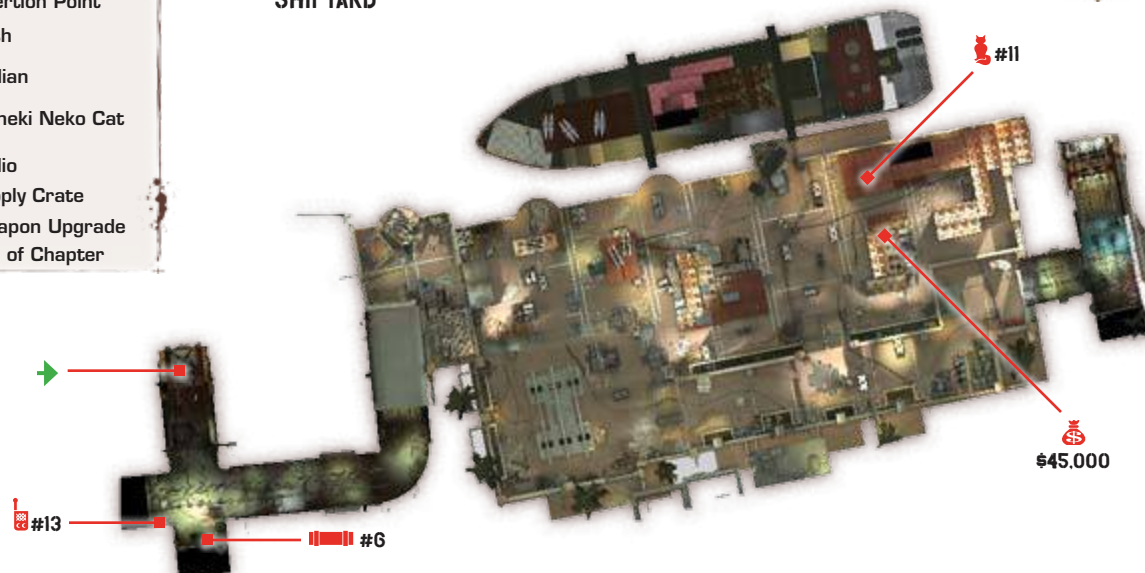
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SINK IT

MAP LEGEND

-  Insertion Point
-  Cash
-  Civilian
-  Maneki Neko Cat
-  Radio
-  Supply Crate
-  Weapon Upgrade
-  End of Chapter

SHIPYARD



COLLECTIBLE CHECKLIST

- | | |
|--------------------------|---------------------------|
| <input type="checkbox"/> | Radio Transmission #13 |
| <input type="checkbox"/> | Supply Crate #6: \$42,500 |

- | | |
|--------------------------|---------------------|
| <input type="checkbox"/> | Maneki Neko Cat #11 |
| <input type="checkbox"/> | Cash: \$45,000 |



crate just ahead. But these guys aren't easy to spot, so activate your GPS and creep down the steps until they're both visible. Tag both of them.

The grunt's position on the far right makes him impossible to hit from the top of the steps. But you can spot the elite soldier's helmet, poking above the tall crate to the south. Equip your sniper rifle and set your sights on the elite soldier's head. Once you're ready, issue an Advance order to your teammate. Wait for him to rush down the stairs and attack the grunt, then shoot the elite soldier. If you act quickly, you



can prevent the grunt and elite soldier from closing the supply crate. Join your teammate downstairs and assist in eliminating more mercs beyond the chain-link fence to the east.



Radio Transmission #13: As the tunnel falls silent, move to the south side and grab this radio on the barrel to add Transmission 13 to your Radio Log. Jonah's back on the airwaves, claiming this is his final broadcast. He acts as though the people of Shanghai should be grateful for the destruction he's brought to their city, stating it's an opportunity for rebirth. Whatever.



Supply Crate #6: Next, walk over to the supply crate and grab the \$42,500 inside. This is the last supply crate you encounter during the campaign, so buy yourself something nice to celebrate.



The gate to the east is locked and must be opened from the other side. Accept a step-jump from your teammate to scale

the fence. Once you're on the other side, order your teammate to hold and draw Aggro; you'll need his help to survive the next sequence. Climb over the crates and open the gate to the east.



As you open the gate, an elite soldier pops out from the right and takes you hostage, firing at your teammate. There's little you can do in this situation but hope your teammate hits the hostile. Once the elite soldier is down, turn to the eastern steps and watch for more hostiles attacking. If necessary, take cover behind the crates to avoid being cut down. If you're injured here, your teammate can't reach you, prompting you to restart from the last save checkpoint.



CO-OP TAKEDOWN



As you did back in the Tsai Tower, have your buddy stand to the gate's right side as he opens it while you aim

straight ahead. This way you can mow down the elite soldier before he can grab your teammate.

Following the hostage crisis, open the gates on the tunnel's north side to reunite with your teammate. Issue a Regroup order and advance



up the steps to the east, grabbing any ammo and cash off the dead mercs. At the top of the stairs is another revolving door. Have your buddy help you open it to access a shipyard.



As you approach the shipyard, Alice reports that there's an anti-aircraft (AA) gun on the nearby cargo ship. You'll need to take it out before the chopper can land. Rios suggests checking out the crane on the east end of the shipyard. Maybe you can use the crane to disable the AA gun? Activate your GPS and begin tagging targets, including an RPG-wielding grunt standing atop the containers on the ship's bow.

NEW OBJECTIVE: DESTROY THE AA GUN

REWARD: NONE

THE INVADING FORCE HAS AN ANTI-AIRCRAFT GUN ON A NEARBY BOAT THAT IS MAKING IT IMPOSSIBLE FOR YOUR EVAC CHOPPER TO LAND. SET THE TIMER ON THE EXPLOSIVES THAT THEY'RE LOADING ONTO THE BOAT, THEN ACTIVATE THE CRANE TO TAKE IT OUT.

PRIMA OFFICIAL GAME GUIDE



There's no sneaky way to reach the crane, so prepare yourself for an intense firefight. Start by locating the merc with the

RPG standing on the ship to the northeast. Center him in your assault rifle's scope, and drop him with a quick automatic burst. This causes the rest of the mercs in the shipyard to go on full alert, so get behind cover.



Duck beneath this low concrete wall by the barricaded staircase. Order your teammate to hold and draw Aggro. From this position, you can hit targets in the shipyard and on the cargo ship. Use the GPS to tag and track targets, then peek over the wall to engage. An assault rifle with a scope works well in this situation, giving you range and volume of fire. Make periodic sweeps to the left and right to watch for mercs attempting to sneak up on your flanks. There are a couple of mounted guns positioned on the ship's starboard side, so prevent the mercs from reaching these guns.



An armored mounted gun is positioned near the crane on the shipyard's north side. If you begin taking fire from this gun, equip your grenade launcher and blast the gunner from long range. Make a note of this gun's position, and be prepared to lob more grenades at it as grunts rush to take control of it.



As the incoming fire dies down, leap over the concrete wall and take cover behind some of the crates to the east. From here, you can better engage the mercs on the ship to the north. Once you've cleared out most of the ship's guards, order your teammate to regroup; when he reaches this position, order him to hold and draw Aggro.

Next, head southeast and take cover along the south side of the crate near the steps to protect you from the ship's incoming fire. Draw Aggro from this position, then order your teammate to regroup. Once he reaches these crates, issue a Hold order. This position gives your buddy a good view of the ship.



Wait for your buddy to draw Aggro, then dash up the nearby steps to the east and take cover along this elevated walkway. From

here, you can get a good view of the crane and the ship. Hold this position until all the mercs in the shipyard are eliminated.



the nearby console, approach this metal container filled with explosives. Interact with the container to stick a C4 charge to its side.



With the charge planted, interact with the console to raise the volatile cargo onto the ship. You have only a few seconds before the charge explodes, triggering a counterattack from the east. So take the time to find a good defensive position.



The nearby shipping containers are a good place to hold. Climb the ramps directly south of the console to reach the top of this stack of containers. Smaller crates sit atop the containers, offering excellent protection from the incoming attack. Duck behind cover and order your teammate to hold. Meanwhile, turn toward the ship and watch as the explosive container is placed near the AA gun.

Not only does the explosion knock out the AA gun, but it also sinks the whole ship. This is bound to draw the attention of Jonah's mercs.

Get ready for a serious fight.



The attackers swarm in from the containers to the east and from the walkway to the southeast. Turn to the southeast and mow down the first wave, led by a Shotgunner. Alice informs you that there's another AA gun positioned farther to the east. You'll need to take it out, too, before the chopper can land. But for now, simply staying alive is a worthwhile goal.

Next, turn to the east and watch for RPG-wielding mercs standing on top of the tall stacks of shipping containers.

Take them down before they can score a direct hit on your position. Snipers also climb to these tall perches, so keep this area clear.



Continue scanning the east and southeastern approaches, and take on all attackers. If necessary, use your grenade launcher to eliminate large groups of enemies. Focus your fire on narrow choke points like the stairs to the south or the walkway to the east. Hold this position until the dramatic music fades out, signifying the end of the counterattack. Whew! You made it.

PRIMA OFFICIAL GAME GUIDE



Maneki Neko Cat #11: During the fight, you probably noticed this cat waving at you from atop the shipping containers to the east. You'll need a scope to see and hit it. This is the only Maneki Neko Cat in this chapter, so don't worry if you can't find another.



Cash: Climb down from your defensive position, and head through the gate to the east. Look for a stack of containers with a ramp consisting of different-sized crates on its eastern side. Climb this makeshift ramp and turn left at the top to spot this pile of cash worth \$45,000.



Move up the steps to the southern walkway, and grab any ammo and cash left behind by your enemies. Once you're well

stocked, head east and pass through the revolving door at the walkway's far end.



In the tunnel ahead, the gate is locked and must be opened from the other side. Sound familiar? Accept a step-jump from your teammate to climb over the fence.



CO-OP TAKEDOWN



Immediately after giving your teammate a boost over the fence, aim through the gate to your left to engage the grunts

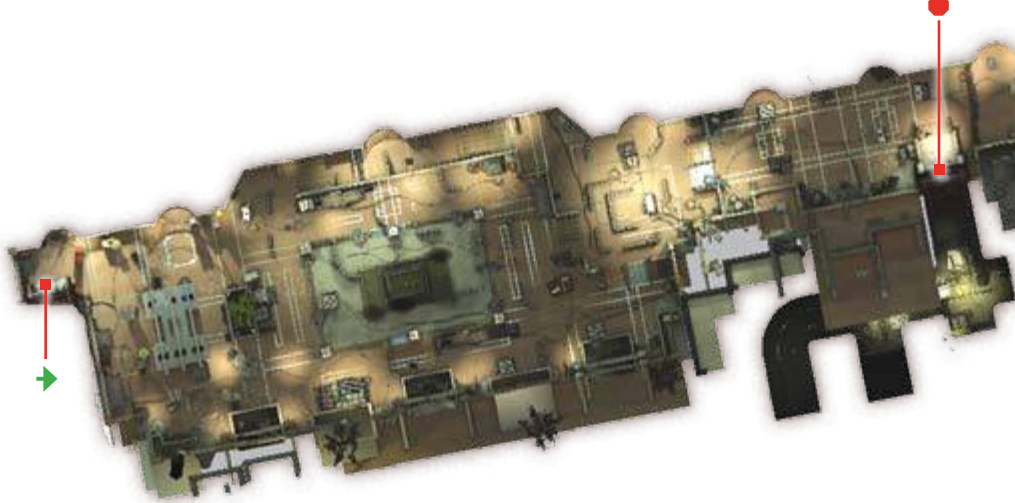
at the tunnel's far end. This will give your buddy enough time to reach cover or the console. At the very least, you'll draw Aggro, preventing your buddy from taking heavy fire at close range.



On cue, a couple of grunts attack through the chain-link fence to the north as soon as you reach the ground. Immediately rush behind this crate for cover and blind-fire over the top. If you can make the grunts take cover, you can reach the nearby console and open the gate, allowing your teammate to join you. Once these guys are down, grab their ammo and proceed up the nearby steps and pass through another revolving door.

GET TO THE CHOPPER

EXTRACTION POINT



MAP LEGEND

- Insertion Point
- Cash
- Civilian
- Maneki Neko Cat
- Radio
- Supply Crate
- Weapon Upgrade
- End of Chapter



After exiting the tunnel, order your teammate to hold and draw Aggro, then immediately dash to the northeast and duck behind this red overturned kiosk. Several mercs and a mounted gun are positioned to the east and open fire as soon as you exit. Your evac chopper is flying along the river to the north, but it can't land until you take out that second anti-aircraft gun Alice was telling you about earlier. But you have a long, tough fight ahead of you before you can reach that AA gun to the far east.

NEW OBJECTIVE:

DISABLE SECOND AA GUN

REWARD: \$50,000

DISABLE THE FINAL AA GUN TO ALLOW YOUR EVAC CHOPPER TO LAND.

RIOS'S NOTES



AA guns? In an urban environment? They must have been organizing and planning this for years. This also seems like the base of operations: They smuggled equipment in on container ships, then set up their headquarters in a nearby temple.



Deal with the mounted gun to the east first—you cannot advance until you neutralize it. Equip your grenade launcher and wait for your teammate to draw Aggro; otherwise the mounted gun will mow you down as soon as you peek out of cover. While the mounted gun is firing at your buddy, peek over your cover and knock out the gunner with a grenade. But don't expect this gun to remain vacant much longer. Take this opportunity to move out.

Order your teammate to advance, then issue a Hold order once he reaches suitable cover to the east. While he provides covering fire, leap over the red kiosk and turn right, heading toward the boardwalk's south side.





PRIMA OFFICIAL GAME GUIDE



Take cover to the south and turn east. Watch for another mounted gun positioned in the distance as well as several grunts attempting to flank you buddy. Activate your GPS to tag all the hostiles you can see, then work quickly to mow them down. If necessary, fire another grenade at the mounted gun to silence it.



Now rush toward the mounted gun on the boardwalk's north side, and take cover behind the metal barricade. Once you reach cover, order your teammate to regroup. Advancing to this area triggers the arrival of a Shotgunner to the east. Locate and tag the incoming thug, then work together to take him down before he can flank your position. The mounted gun to the southeast may also pose a threat while you're here, so be ready to knock out the gunner with another grenade.



ALTHOUGH TEMPTING, DON'T BOTHER ENTERING THE MOUNTED GUNS IN THIS AREA. THEY ALL FACE WEST AND CAN ROTATE ONLY 180 DEGREES. IF YOU GET IN ONE, YOU'LL ONLY EXPOSE YOUR BACK TO THE ENEMY.



CO-OP TAKEDOWN



It's important for you and your teammate to advance along the northern and southern flanks of the boardwalk

simultaneously. However, stay parallel with each other and keep in constant contact, especially when the Shotgunner attacks. If you become separated, the Shotgunner will have an easy time picking you off one at a time. In the event one of you is injured during this attack, make sure you're never too far away from your buddy. When you're injured, the clock is ticking, giving your teammate a few precious seconds to reach and heal you before you bleed out.

Next, move to the large plaza beyond the northern mounted gun, and order your teammate to take cover behind one



of the large concrete blocks on the northern side. Meanwhile, slip to the plaza's south side, and watch the mounted gun at the top of the steps to the far east. If it's pummeling your buddy's position, take out the gunner with your grenade launcher. Duck back behind cover and wait for your buddy to draw Aggro before moving out.



Creep along the plaza's south side, and take cover behind the metal barricade near the reflecting pool. From here, you can engage the hostiles surrounding the mounted gun at the top of the steps. Consider attaching a silencer to your assault rifle so you can pick off these enemies without being noticed, including any grunts behind the mounted gun. When the mounted gun is silent, order your teammate to advance. When he reaches the metal barricade opposite the stairs, issue a Hold order. You need him to draw some Aggro while you flank. If necessary, silence the mounted gun with another shot from your grenade launcher.



Wait for your buddy to draw significant Aggro, then creep out of your cover and head south, then east, toward these stairs leading to the elevated area where the mounted gun is positioned. Remain crouched while advancing up the steps, and carefully watch your flanks. Even if your buddy has acquired full Aggro, it won't do you much good if you carelessly stumble into an enemy.



At the top of the steps, take cover behind one of the metal barricades and open fire on the grunts to the north, including any behind the

mounted gun. Once you've eliminated the enemies firing down at your buddy, issue a Regroup order.



Maneuver to the north, taking cover behind this metal barricade. The controls for the AA gun are straight ahead, but don't rush to them yet. You need to clear out any hostiles that may be rushing toward your position. Also, pay close attention to any injured mercs by the mounted gun; even if they're down, they may open fire with pistols, catching you by surprise.



Now interact with the nearby console to deactivate the AA gun on the rooftop to the east. Also, grab any cash and ammo strewn about the ground. There's a lot to pick up around here.

NEW OBJECTIVE:

DEFEND THE LANDING ZONE

REWARD: NONE

DEFEND THE LANDING ZONE UNTIL THE EVAC CHOPPER CAN LAND SO YOU CAN MAKE YOUR ESCAPE.

RIOS'S NOTES



Finally, a way out of this mess. Murray has a chopper lined up, and we're on the homestretch. Not long before a hot shower and a cold drink.



After shutting down the AA gun, rush east, toward the landing zone. As the chopper approaches, take cover behind the crates lining the boardwalk and watch for an APC approaching to the far east, beyond the barbed wire barricade. Open fire on the mercs that pour out of the APC.

PRIMA OFFICIAL GAME GUIDE



The mercs around the APC are focused on shooting down the chopper, paying little attention to you and your teammate. The chopper won't set down until the landing zone is completely clear of threats. Take this opportunity to advance east so you can get a better angle on the attackers. However, there's one merc you won't be able to hit.



Your ride out of here has been destroyed. Now what? Time to improvise and stay alive. The chopper's destruction triggers a wave of mercs that advance through the subway station to the southeast. Punish these mercs as they dash down the stairs. There may also be a few more enemies hiding near the APC to the east. Hold your positions and finish off the hostiles in this area before moving out of cover.



As you advance to the east, an RPG is fired from behind the APC, scoring a critical hit on the chopper. Spewing flames and smoke, the chopper spins out of control and slams into a nearby building. There's no way anybody survived that crash. Hopefully Alice wasn't on board.



The nearby subway station is your only option for escape. Order your teammate to regroup and step inside to finish this chapter.



Inside the tunnel, Salem and Rios are unsure what to do next. Their only chance at escaping this war-torn city went up in flames. Even worse, Alice may have been on board the chopper. When Salem sees a poster of Jonah on the wall, a moment of clarity arises from the anger and confusion. It's clear what they must do next. Time to pay Jonah a visit!

NEW OBJECTIVE:

ESCAPE

REWARD: NONE

YOUR EVAC CHOPPER HAS BEEN DESTROYED. ESCAPE INTO THE NEARBY SUBWAY TO REGROUP.

RIOS'S NOTES



Please God, tell me Murray wasn't on that chopper. If only one of us lives through this, let it be Murray.



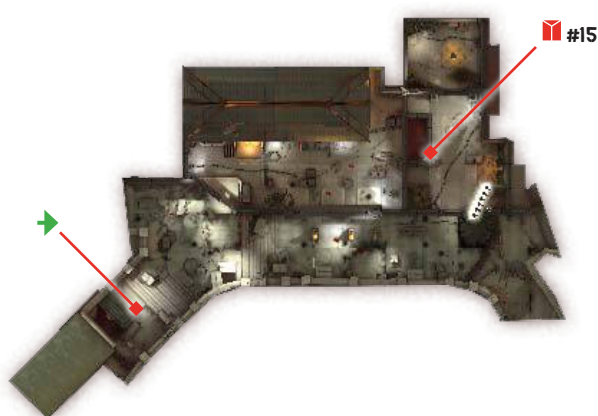
NOTE
YOU DO NOT EARN ANY ACHIEVEMENTS OR TROPHIES FOR COMPLETING THIS CHAPTER.

CHAPTER 7: THE TEMPLE

NO WAY HOME

Location: The Temple, Shanghai • **Date:** July 12, 2010 • **Local Time:** 6:56 p.m.

TEMPLE PERIMETER



MAP LEGEND

	Insertion Point		Radio
	Cash		Supply Crate
	Civilian		Weapon Upgrade
	Maneki Neko Cat		End of Chapter

COLLECTIBLE CHECKLIST

☒ Weapon Part #15: J37 Defender MK.4



several guards (including a Shotgunner) patrolling outside its perimeter wall. Creep down the path to the east and take cover behind this low wall. Activate your GPS and tag all the enemies here, including the Shotgunner and the elite soldier behind the mounted gun to the far east.

Jonah has set up his headquarters in an old temple, not far from the Bund. As expected, the place is heavily defended, with

NEW OBJECTIVE:

INFILTRATE THE TEMPLE

REWARD: NONE

ENOUGH IS ENOUGH. REVENGE HAS BEEN A LONG TIME COMING. HUNT JONAH AND END THIS INVASION.

SALEM'S NOTES



I think Murray is dead. I don't know how else to explain it. We can't get her on the commlink. We have no information and no way out. The only thing I can focus on now is revenge. We will find Jonah.

And we will kill him.

Attach a silencer to your assault rifle (or weapon of choice) and aim at the nearby grunt. Fire one silent round into the back of his head to drop him. None of the mercs to the east will notice this guy is down and will resume their patrols.



Now turn to the wall on the left, and have your buddy give you a boost over. You'll need to clear this courtyard on your own and open the gate to the far east before you can reunite with your teammate. As you reach the top of the wall, issue a Hold order—you need your teammate to stay put and remain silent while you sneak through this courtyard.

PRIMA OFFICIAL GAME GUIDE



There's only one elite soldier in this courtyard, and he has his back turned toward you. Shooting this guy in the back of the head

with a silenced weapon will only knock off his helmet and make him angry. So sneak up behind him and take him hostage. This causes the mercs outside to go on alert, so don't let them shoot you through the bars to your right. Order your teammate to draw Aggro, drawing fire away from you.



IF YOU RESCUED MOST OF THE CIVILIANS AND MADE POSITIVE MORALITY DECISIONS IN THE CO-OP CHOICES THROUGHOUT THE CAMPAIGN, SEVERAL LOCALS, ARMED WITH SHOTGUNS, WILL JOIN THE ATTACK ON THE TEMPLE. SO WATCH YOUR FIRE. THESE GUYS CAN SERVE AS A USEFUL DISTRACTION, ALLOWING YOU TO FLANK ENEMIES. IF YOU'RE OUTSIDE THE WALL WHEN THE LOCALS ARRIVE, USE THE STEP-JUMP TO BOOST THEM OVER THE WALL SO THEY CAN ENTER THE COURTYARD AND ATTACK.



As soon as you grab the elite soldier from behind, advance toward the doorway to the courtyard's east side. Several mercs rush out of this door, so use your hostage as a shield, and engage the hostiles with your pistol. Although you have a high-ranking hostage, the attacking mercs don't care and will open fire on their comrade. Fortunately, the elite soldier's body absorbs all of the incoming rounds. You need to cut off this doorway and prevent any other mercs from entering the courtyard. Otherwise, you'll have to contend with a swarm of reinforcements.



REMEMBER, YOU MAY NEED TO PISTOL-WHIP YOUR HOSTAGE TO PREVENT HIM FROM ESCAPING. IF HE STOPS STRUGGLING COMPLETELY, HE'S DEAD. BUT YOU CAN STILL USE HIM AS A SHIELD.



CO-OP TAKEDOWN



If you're stuck outside the courtyard, you can still help your buddy by firing through the perimeter wall's gates and hexagonal windows. This is a good way to draw Aggro if your friend becomes pinned on the courtyard's west side.

Pass through the doorway in the corner of the courtyard and turn right, while still holding the elite soldier hostage. The gate you need to open is just ahead. But before dropping your hostage, try to engage as many hostiles through this gate as possible. This is a great way to take out the Shotgunner—if your teammate hasn't already done so. The elite soldier's body protects you from the Shotgunner's blasts, allowing you to knock away his helmet with your pistol and score the lethal hit with a follow-up shot to the head.



Once you've eliminated as many visible threats as possible through the closed gate, activate the nearby switch to open it; you'll

need to release your hostage to do so. By now your buddy should have plenty of built-up Aggro, allowing you to evade detection.

Pass through the open gate and return to the street, sweeping to the east and west for survivors. Keep your silencer attached to your assault rifle so you can sneak up behind these enemies and take them out without drawing attention. Once the street is clear, order your teammate to regroup, and pass through the open gate, back into the temple complex.





Weapon Part #15: After entering the gate, turn left and enter this small room on the passage's west side. Inside is a weapon part package, sitting on a barrel in the corner. Grab it to acquire the J37 Defender MK.4 part. This is the last weapon part in the campaign.



Follow the passage north into this small, square courtyard. Before approaching the gate to the west, watch for a couple of mercs waiting to ambush you in the passage ahead. Move to the gate's right side and gun down a grunt standing on the other side. Next, turn to the hexagonal window to the north and shoot a grunt hiding out in the nearby alley. Once both grunts are down, have your teammate help you open the gate and enter the next passage.

TOURIST TRAP

SOUTHERN TEMPLE GROUNDS

COLLECTIBLE CHECKLIST

☒ Maneki Neko Cat #12



On the other side of the gate, approach the white arrow painted on the wall to the north—this marks a step-jump. Have your teammate boost you over the wall to reach a large courtyard filled with mercs. This time you can pull your buddy over the wall, allowing you to attack this large area together.



NEW OBJECTIVE:
NEUTRALIZE ENEMY FORCES
REWARD: NONE

THIS LOCATION IS A STAGING POINT FOR THE ENEMY FORCES. CLEAR THE COURTYARD. JONAH MUST BE CLOSE.

RIOS'S NOTES



They must have been using the temple as a base from which to plan the attack. But looking around, it's clear there was no plan to keep Shanghai.

This was a terrorist attack. The goals were not to disrupt Shanghai but instead to send a message to the rest of the world.

MAP LEGEND

- | | |
|-----------------|----------------|
| Insertion Point | Radio |
| Cash | Supply Crate |
| Civilian | Weapon Upgrade |
| Maneki Neko Cat | End of Chapter |

PRIMA OFFICIAL GAME GUIDE



After dropping into the courtyard, issue a Hold order to your teammate and start scouting for enemies. Take cover behind one of the stacks of crates near the wall and activate your GPS. Tag as many mercs as you can see, including those positioned in the balconies to the east and west. When you're ready to attack, pick off the mercs on the balconies first.

As the enemies turn in your direction and open fire, order your teammate to draw Aggro. While the mercs focus on your buddy, peek out of cover and take out targets with your silenced assault rifle.



Fight your way north through the courtyard, but make sure your teammate remains parallel to your position. Once you reach this stack of

crates, issue an Advance order. Then as your teammate nears the stack of crates to the east, issue a Hold order. This allows you to sweep the courtyard from south to north in a solid line, making it tough for the enemies to flank you.



the crates to engage the gunner. If you're having trouble hitting this guy with your primary weapon, switch to a sniper rifle or the grenade launcher.

Keep moving north, climbing up onto the platform in the center of the courtyard and taking cover behind this ornate stone carving on the southwest corner. From here, you can better engage the remaining hostiles in the building to the north. Either lob or launch grenades through the building's doorway to take out the hostiles hiding inside.



Maneki Neko Cat #12: While in the middle of the courtyard, look at the northern building's roof to spot the final Maneki Neko Cat waving at you. If you've managed to shoot all the cats you've encountered in the campaign, shooting this final cat earns you the Touch Not a Cat but a Glove Achievement/Trophy.



Once the northern building is clear, sprint toward it while ordering your teammate to regroup. You need to reach the low wall outside the building before a counterattack commences from the south. Order your teammate to man the mounted gun while you pick off enemies attempting to flank your position. Pay close attention to the eastern and western balconies, as your teammate will have a tough time hitting the mercs in these elevated perches.



Eventually a Shotgunner advances along the courtyard's western side. While your teammate draws his attention with the mounted gun, peek out of cover and open fire on his head. If you can manage to knock off his helmet, your teammate will have no problem scoring the headshot with the mounted gun. Once the Shotgunner is down, finish off any remaining mercs in the courtyard, then quickly move to the building's north side to prepare for the next wave.



CO-OP TAKEDOWN



If you're the one manning the mounted gun, stay in constant contact with your friend, calling out targets on the perimeter that you can't hit. If you're flanked, exit the gun and take cover behind the low wall. Otherwise, keep firing in short bursts to prevent the mounted gun from overheating. When the Shotgunner arrives, unload on his head to take him out in record time.



Take cover inside the building, peeking out the circular doorway on its north side; order your teammate to regroup, then hold to ensure

he's looking in the same direction. Watch the steep set of stairs to the north for two more Shotgunners charging toward you—one descends the western steps while the other rushes down the eastern steps. Work with your teammate to gun these guys down before they can open the two gates in the nearby fence. If they manage to pass through the gates, you'll have a tough time surviving this close-range assault.

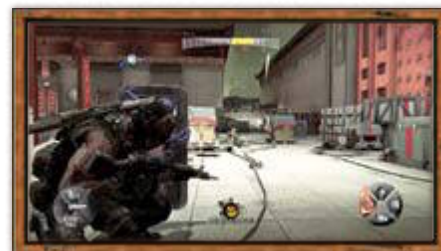
After taking out the Shotgunners, step out of the building and take cover behind the low wall outside. Order your team to advance and hold at the wall to the east. As you exit, watch for a grunt armed with an RPG on the balcony to the northwest. Mow down this guy before he can rain down rockets on your position. Hold at this wall and continue engaging hostiles as they rush down the steps to the north.



One of the grunts that comes creeping down the steps is equipped with a shield. Wait for him to advance to the bottom of the steps,

then take him out with a grenade, or simply flank him. Rush over to his dropped shield and pick it up. Order your teammate to regroup and draw Aggro while you slowly advance up the eastern steps. Stop occasionally to shoot the mercs above with your pistol. But keep an eye on the shield's Health meter—it needs to last you until you reach the top of the steps, so if it starts taking heavy damage, hasten your advance up the steps.

At the top of the steps, turn the shield west and backpedal to the east. A Gatling is slowly approaching from the



west; get your teammate to a good covered position so you can flank this guy. When you reach the crate on the east side of the staircase, issue a Hold order and have your buddy draw Aggro from this position. Before attempting to flank the Gatling, take out any remaining mercs at the top of the steps—you can't afford to have them shooting at you while you're attacking the Gatling.

Now, drop the shield and sneak up behind the Gatling while your teammate has his attention.

For best results, keep the silencer attached to your assault rifle to avoid drawing heavy Aggro. As long as you keep your aim focused on the red bag on his back, it won't be long before the Gatling is down for the count.



PRIMA OFFICIAL GAME GUIDE



CO-OP TAKEDOWN



Draw Aggro from the east while your teammate sneaks behind the Gatling from the west. This crate at the top of the

eastern set of steps is an ideal position for getting the Gatling's attention. But don't dare peek out of cover. Instead, blind-fire around the side of the crate to maintain Aggro during our friend's flanking maneuver.

Once the Gatling is down, scout the top of the steps for any survivors. This is also a good time to grab cash and stock up on ammo.

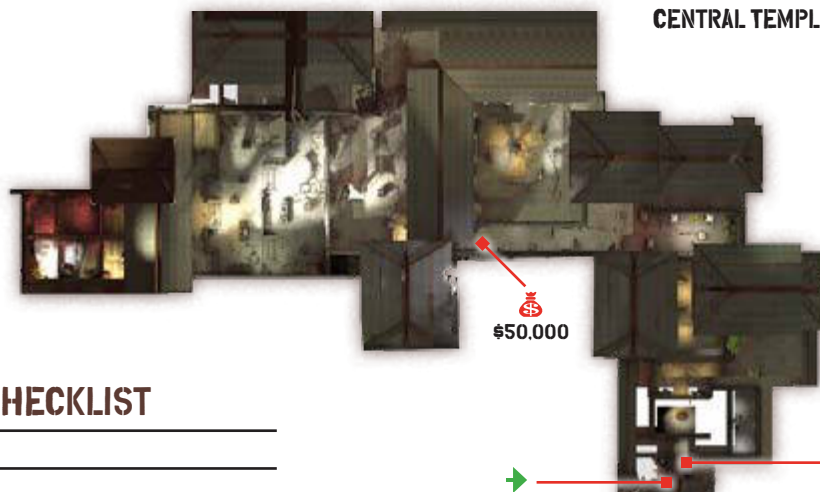
Once you're ready to move on, issue a Regroup order and head through the eastern passage in the northeast corner. There's another gate blocking your passage here; have your teammate help you open it.



IN THE BELLY OF THE BEAST

MAP LEGEND

- Insertion Point
- Cash
- Civilian
- Maneki Neko Cat
- Radio
- Supply Crate
- Weapon Upgrade
- End of Chapter



CENTRAL TEMPLE GROUNDS

COLLECTIBLE CHECKLIST

<input checked="" type="checkbox"/>	Radio Transmission #14
<input checked="" type="checkbox"/>	Cash: \$50,000



Radio Transmission #14:

After stepping through the gate, turn left to spot the last radio sitting on a bench on the right side

of this narrow passage. Grab it to add Transmission 14 to your Radio Log. If you've collected all of the radios, grabbing this one earns you The Truth Is Right Here Achievement/Trophy. The newscast on this transmission reports that the invading force is withdrawing from the city. The Chinese military are moving to reclaim the city and are reportedly facing no resistance. You better find Jonah before he manages to escape.

NEW OBJECTIVE:

FIND THE TEMPLE'S INNER SANCTUM

REWARD: NONE

THE TEMPLE BEGINS AT THE TOP OF THE STAIRS. FIGHT YOUR WAY UP TO FIND THE ENTRANCE TO THE INNER SANCTUM.

SALEM'S NOTES



From the speeches we've heard over the loudspeakers in the compound, Jonah's goals were more political. He harps on about the selfishness of man and the veneer of society. He wanted to send a message to the world by destroying Shanghai. To encourage a global revolution. What bullshit.



After grabbing the radio, open the door at the corridor's end to enter a small courtyard. Another closed door lies ahead, but there's also a small window to the left that you can peer through with the assist of a step-jump; order your teammate to give you a lift.



You can't crawl through this small window, but you can scout the room ahead and engage the mercs inside. You'll definitely draw Aggro while gunning down the enemies in this room, but very little of your body is exposed, making it tough for the mercs to target you. Still, pay close attention to the mounted gun on the room's northeast side, and don't let anyone get near it. If you start taking heavy fire, order your teammate to lower you.



CO-OP TAKEDOWN



to where you offer the step-jump. Your friend will have a better time spotting enemies if you initiate the step-jump directly beneath the window's center.

There isn't much you can do while boosting your teammate up to see through the window. However, pay close attention



Now that you've cleared most of the room, prepare to enter. Kick open the door and rush inside, taking cover behind this crate on the right. Order your teammate to hold near the doorway and draw Aggro. Watch the balcony to the north for enemies you couldn't see from the window. Also, take out any more mercs that try to rush for the mounted gun. Tossing a grenade into the hall behind the gun is a great way to clear out hiding enemies in this area.

Now creep up the steps to the left, and toss a grenade in the passage to the northwest. This is a dangerous intersection, with halls



branching to the east and west. Tossing a grenade here helps clear out any mercs that are waiting to ambush you.



Wait for your teammate to acquire full Aggro, then approach the intersection to the northwest and quickly pan your aim to

the east and west, gunning down any survivors in this corridor. Despite your best efforts, there may still be a few grunts hiding near the mounted gun, so mow them down before they turn in your direction.



Once the corridor is clear, issue a Regroup order and move toward this chain-link fence at the west end. The nearby gate to the next

courtyard is locked and must be opened from the other side. Have your teammate give you a boost over the fence—you'll have to proceed into the courtyard on your own.



PRIMA OFFICIAL GAME GUIDE



Cash: On the other side of the fence is a big pile of cash worth \$50,000—it's directly in front of you and impossible to miss. Walk over the pile of bills to add the cash to your account.



Climb up to the walkway ahead, and turn right to face this unlocked gate leading into the same northern courtyard.

Before kicking the gate open, make a plan: As soon as you enter the courtyard, mercs will initiate a counterattack. So instead of getting pinned on the courtyard's west side, prepare to dash to the locked gate to the east and open it so your buddy can join you. When you're ready to move out, open the gate and get ready to run!

After passing through the door, run east, toward the locked gate. Interact with the switch on the wall to the gate's left to open it. Now your buddy can join you in the courtyard. Avoid firing while moving to the switch, as this will only cause you to draw Aggro. Instead, let your teammate draw all the Aggro by firing through one of the windows flanking the gate.



CO-OP TAKEDOWN



When your buddy is stuck in the courtyard by himself, it's up to you to draw Aggro so he can open the gate. Instead of firing through the gate, draw fire away from the switch by shooting through one of the hexagonal windows to the east. This allows your friend to throw the switch without getting shot in the back.



Once the gate is open, order your teammate to regroup and take cover behind this low wall opposite the switch. Focus your fire on the courtyard's east side while your teammate covers the west side. At the earliest opportunity, order your teammate to take control of the mounted gun. As he draws Aggro, peek out of cover and pick off targets with your silenced assault rifle. Watch out for an incoming Shotgunner approaching from the northeast corner and work together to take him down fast.



IF THE CIVILIANS JOINED THE ASSAULT ON THE TEMPLE, THEY'LL SHOW UP HERE. ATTACKING FROM THE ROOFTOP TO THE NORTH. SO IF YOU SEE MOVEMENT ON THE NORTHERN ROOF, DON'T SHOOT!

As enemies fall to the north, watch and listen for the door on the west side of the courtyard opening. More enemies pour out of this



doorway, so make sure your buddy is not behind the mounted gun at this time—the gun cannot rotate to face this doorway. Move to the courtyard's east side and take cover, focusing your fire on the mercs dashing out of the narrow doorway.



Next, stack up on the western doorway and prepare to enter the western courtyard. But be careful—the mercs have a mounted gun

aimed directly at this door. Peek into the open doorway and eliminate as many targets as possible. When you've drawn Aggro, order your teammate to advance. As he enters, issue a Hold order to make him duck behind a nearby piece of cover. Wait for him to draw Aggro before entering.



Take cover behind the metal barricade on the door's other side. This courtyard is divided by a wall running through the middle. The wall has two circular openings on the north and south sides, allowing you to engage enemies to the far west; this is where the mounted gun is positioned. Hold this position and eliminate as many hostiles as possible. Once you draw Aggro, duck down and let your teammate take a few shots. Once he draws Aggro, peek out of cover to take your turn at shooting a few enemies.



IN ADDITION TO THE MOUNTED GUN, THERE ARE SEVERAL MERCS ARMED WITH RPGS POSITIONED ON THE COURTYARD'S WEST SIDE. WATCH FOR INCOMING ROCKETS AND TRACE THE SMOKE TRAIL BACK TO THEIR SOURCE TO LOCATE THESE DANGEROUS FOES.



Wait for your teammate to draw Aggro, then cross the courtyard, taking cover along the northern opening in the wall. It may be tempting to flip that mounted gun around and take control of it, but resist the urge. You'll only expose yourself to heavy fire. Instead, hold behind the wall and peek through the opening to engage targets to the west. Watch the rooftop to the northwest for a grunt armed with an RPG. Don't let him fire a single shot. As you draw Aggro, order your teammate to advance, and take cover along the opening in the wall to the south. From these positions, you can clear most of the remaining mercs.



When you get an opportunity, creep through the northern opening in the wall and flip the mounted gun around so it's facing west. Now order your teammate to take control of it. This will allow you to flank the remaining mercs.

While your buddy draws Aggro with the mounted gun, sneak through the southern opening in the wall and climb the steps to the west to flank the mercs hiding behind crates and other objects. Hit them from the courtyard's south side with your silenced assault rifle, taking them by surprise.



Don't let your guard down when the courtyard falls silent. Turn to the closed door on the west side and wait for it to open. There are

a few grunts in the small room beyond the door. As soon as the door opens, toss (or launch) a grenade inside to take them out. Gather cash and ammo off the dead mercs on the western side of the courtyard. Once you're well stocked, enter the room to the west.



There are no hostiles in the next set of rooms, so don't bother utilizing cover. As you advance, Jonah makes an announcement

over the loudspeaker. He knows you're coming for him but warns you that your efforts are pointless. Ignore Jonah and proceed to this gate. Help your buddy open it and proceed into the next room.

PRIMA OFFICIAL GAME GUIDE

REVENGE

TEMPLE STEPS



MAP LEGEND

- | | |
|-----------------|----------------|
| Insertion Point | Radio |
| Cash | Supply Crate |
| Civilian | Weapon Upgrade |
| Maneki Neko Cat | End of Chapter |



You've come a long way to reach this point. Your final battle awaits on the other side of this door. Jonah knows you're on your way and has set up elaborate defenses to halt your advance. So before kicking open this door, take a moment to check your equipment. You'll face a wide assortment of enemies at varying ranges, so plan accordingly. Consider taking an assault rifle as your primary weapon and the MK Grenade Launcher as your special weapon—this will come in handy for taking out mounted guns and large concentrations of enemy troops.

NEW OBJECTIVE:

FIND JONAH

REWARD: NONE

THE STAIRS LEAD UPWARD TO THE TEMPLE PROPER. FIGHT YOUR WAY UP AND CONFRONT JONAH.

RIOS'S NOTES



This looks like the last stand. Jonah is holed up at the top of the stairs, and he doesn't have many guys left to defend him. I want him to tell us why he did this to Shanghai. It wasn't a military operation. He was trying to send a message.



When you're ready to move out, open the door and rush through, taking cover behind the nearby crates. Order your buddy to hold behind the crates near the door while you dive behind the crates to the east. There are three sets of steps ahead, with mercs rushing down each. Try to hit the incoming mercs before they can take cover behind the metal barricades at the base of each staircase.

Once the central and eastern steps are clear, dive to the west and watch for enemies rushing down these stairs. One such grunt is equipped with a shield.

Toss a grenade behind the grunt, then mow them down as they rotate the shield in the direction of the grenade—now you have a shield to use.





Grab the shield and order your teammate to regroup and draw Aggro. Advance up the western steps and keep the shield facing

north at all times. As you near the top to the steps, pause to give your teammate a chance to clear out any mercs on the first landing. Once it's clear, sidestep toward one of the pieces of cover on the landing's west side and issue a Hold order. You need to leave your buddy here while you cover the eastern steps.



While still holding the shield, sidestep east and aim at the grunts on the stairs to the north. But if you start taking fire from one of the

mounted guns, get behind more permanent cover before your shield is destroyed.

The armored mounted gun on the eastern steps is a constant threat, so take out its gunner with your grenade launcher. Even after you've silenced the mounted gun, watch for more grunts running to take control of it; this is their best defensive weapon. As the gun resumes firing, take out the new gunner with another grenade. Keep up the pressure on this mounted gun to significantly reduce the incoming fire.



At some point in the fight, Salem announces the arrival of two Shotgunners. Take this as your cue to grab the same shield you used earlier. Once you have the shield, order your teammate



to regroup and draw Aggro. Keep the shield facing north, toward the two Shotgunners charging down the steps. If necessary, backpedal down the steps to keep a safe distance, and prevent them from flanking you. Take aimed shots with your pistol to knock off their helmets. This makes it much easier for your teammate to score the lethal headshots.



CO-OP TAKEDOWN



The attack by the two Shotgunners is by far the most intense sequence during your advance. If you're using

a high-Aggro weapon, both Shotgunners will zero in on your location and attack at close range. If this occurs, make sure your friend is close enough to offer support. Otherwise, fall back, sprinting down the stairs until you can regroup. You must work together to take out these devastating heavy soldiers. This is why the shield tactic is so effective.

Not long after the Shotgunners attack, you hear a Grenadier lobbing grenades in your direction. At first, the Grenadier can be tough to spot; he is usually hiding in a corner to the northeast or northwest. Consider creeping up the steps to get his attention and draw him out into the open. Use your GPS to locate and tag him.



DON'T TRY TO GET THE GRENADE'S ATTENTION UNTIL YOU'VE ELIMINATED THE TWO SHOTGUNNERS. OTHERWISE YOU MAY FACE ALL THREE HEAVY SOLDIERS SIMULTANEOUSLY. MAKING FOR A NEARLY IMPOSSIBLE CHALLENGE.



As the Grenadier marches down the steps, order your teammate to draw Aggro while you flank. Hit the Grenadier's three ammo bags, but pay close attention to the Aggro meter. If you begin drawing heavy Aggro, cease fire and wait for your teammate to build up Aggro before resuming your attack.

PRIMA OFFICIAL GAME GUIDE



IF YOU STILL HAVE A SHIELD. GET CLOSE TO THE GRENADE LAUNCHER. ONCE YOU'RE ONLY A FEW FEET AWAY, THE GRENADE LAUNCHER STOWS HIS

GRENADE LAUNCHER AND SWITCHES TO A PISTOL. YOUR SHIELD CAN EASILY ABSORB THE DAMAGE INFLECTED BY HIS PEA SHOOTER, ALLOWING YOU TO TARGET THE AMMO BAGS AT CLOSE RANGE WITH A PISTOL OF YOUR OWN.



The Grenadier is the last of the heavy soldiers, but the path ahead is far from clear. There are plenty of grunts and elite soldiers camped at the top of the steps. This makes a frontal assault extremely dangerous. Fortunately, there's another way around. Order your teammate to hold and draw Aggro, establishing a base of fire to the south. Meanwhile, creep up the steps to the landing just below the top. Turn left and advance along steps on the far west side. These steps lead to the northwest corner, allowing you to flank the remaining mercs.

Take cover behind the crates in the northwest corner, and pick off the grunts and elite soldiers with your silenced assault rifle.

Hit the guy behind the western mounted gun first, then mop up the rest. If you still hear a mounted gun firing, it's the one on the eastern steps. Circle around behind it to take out the gunner.



You've eliminated all of Jonah's thugs. Now it's time to find Jonah and make him answer for what he's done. Approach the huge red door at the top of the steps and interact with it. A C4 charge is placed on the door, triggering the concluding cutscene.



Salem and Rios burst through the breached door, gunning down Jonah's few remaining bodyguards. Jonah uses one of his own men

as a shield to protect him from the incoming gunfire before he finally gets Salem and Rios' attention.

Jonah claims to be holding a trigger for a nuclear bomb located somewhere in the city. If you kill him, the bomb will detonate, instantly killing seven million people. But Jonah gives you a choice. Still, someone has to die.



CO-OP CHOICE #6



Jonah agrees to leave Shanghai and disarm the nuclear bomb if you demonstrate sacrifice. What kind of sacrifice? He wants you to shoot your partner. Otherwise he'll detonate the bomb and Shanghai will be nothing but a radioactive crater for centuries to come. The decision is yours.

CHOICE: KILL JONAH



Maybe Jonah's bluffing? Maybe he's not. Regardless, it's hard to shoot your teammate after all you've been through. If you choose to kill Jonah, Salem (or Rios) shoots Jonah in the chest, causing him to drop the bomb's trigger. Jonah tries to crawl toward the trigger but is stopped by a follow-up shot to the head. There's no immediate nuclear detonation as Jonah promised. But it's still unclear what he had planned for other cities. Salem and Rios have an uneasy feeling that it's not over.



Following the showdown at the temple, the Chinese military and the UN enter Shanghai and help restore order. But a general sense of unease looms, as the world wonders what else Jonah was planning.

CHOICE: KILL PARTNER



Was Jonah's argument persuasive enough to make you want to shoot your partner? If so, make your decision before your partner chooses to shoot you instead! If you choose to demonstrate sacrifice, the following cutscene plays out slightly differently, depending on whether you're playing as Rios or Salem. If playing as Rios, Rios shoots Salem. If playing as Salem, Salem shoots Rios. But both decisions have the same end result—Jonah is shot after ordering his men to stand down.

In the montage that follows, UN and Chinese troops enter Shanghai to the jubilation of its terrorized citizens. But the scene is much more somber at the temple, where Salem (or Rios) is still grieving over his decision to kill his best friend.



EPILOGUE



Following the chapter's summary screen, a final cutscene plays, showing the arrival of Chinese military helicopters over

the city. The audio that accompanies this footage differs, depending on your final choice. If you chose to shoot Jonah, he's heard reading a biblical passage, revealing the significance of his fascination with the 40th day—and possibly hinting at a future crisis. If you played as Salem

and shot Rios, Salem is heard lamenting his decision. Finally, if you played as Rios and shot Salem, Rios reports that Jonah's nuclear threat was a lie—but that hasn't helped him come to terms with what he chose to do.



COMPLETING THE CAMPAIGN (ON ANY DIFFICULTY) EARNS YOU THE SURVIVOR? ACHIEVEMENT/TROPHY. IF YOU COMPLETED THE GAME ON CONTRACTOR DIFFICULTY, YOU EARN THE HARDCORE ACHIEVEMENT/TROPHY TOO. BUT THAT'S NOT ALL. THE BIG HEAD MODE AND INFINITE AMMO CHEATS ARE ALSO UNLOCKED, AS ARE THE OPTIONS TO CHOOSE NEW OUTFITS FOR SALEM AND RIOS WHEN PLAYING THROUGH THE CAMPAIGN AGAIN.

PRIMA OFFICIAL GAME GUIDE

VERSUS MODE

Playing the campaign co-op with another player is a lot of fun. However, teaming up with your partner and sometimes others and going against other human players can be a great challenge. Versus mode offers you the opportunity to play competitive multiplayer games. Depending on the game mode, you will join partnerships or teams and score points by killing enemies and/or completing objectives. There are six different maps and four different types of games, allowing for a total of twenty-two different games (two of the maps do not support one of the game types). The team or partnership who scores the most points is the winner.



THE AUTHORS WOULD LIKE TO THANK ÉRIC CHARTRAND, THE LEAD DESIGNER FROM EA MONTREAL FOR PROVIDING THE DEVELOPER TIPS ON THE MULTIPLAYER GAMES AND CODY O'NEIL, JONATHAN BROWNE, AND GUILLAUME VOGHEL FOR TAKING TIME TO PLAY THE VERSUS MODES WITH US.

TYPES OF GAMES

CONTROL



This game type pits two teams (each containing up to four players) against each other. Each map has four or five different possible locations that must be controlled. One control circle will appear at a time, and both teams must try to take control of it. To take control of a point, follow the green flag icon to the location and make sure your team members are the only ones standing in the circle. The more you have, the faster you will lock down the control point. The control meter at the screen's top shows your progress. Once the round center of the meter fills in, the control point is locked down for that team. If another team gets a player in the circle, it becomes contested and the meter will not advance. After a circle is locked down, you can exit the circle and defend it from outside while you wait for the bar to fill up. Once it is full, you have control of the circle and score a point for your team. However, if another team moves into the circle, the round center of the meter will begin changing to their color as they try to lock down the circle. However, whatever progress along the bar meter the first team earned remains. Therefore, if they were just about to win, then all they have to do is lock down the control point again and hold it for a short amount of time to control it.



MANY OF THE CONTROL POINTS CAN BE DIFFICULT TO DEFEND FROM INSIDE THE CIRCLE. A GOOD TACTIC IS TO HAVE ONE TEAMMATE STAND INSIDE TO LOCK IT DOWN WHILE OTHERS DEFEND THE AREA FROM BEHIND COVER OUTSIDE OF THE CIRCLE. AS SOON AS THE CONTROL POINT IS LOCKED DOWN, GET BEHIND COVER AND DEFEND IT UNTIL YOU GAIN COMPLETE CONTROL.

DEVELOPER TIP

A Control Point is contested as soon as a player of the opposing team is within the control point radius. If you are down but not dead yet, try to crawl to and occupy the control point, this will stall the capture meter and maybe prevent the other team from taking control of the point.

Even if all the players of the team controlling the control point have been killed, their meter still increases towards a capture until a player of the opposing team stands in the circle and starts to capture the point. So as soon as the area is cleared, do not just stand around but rush to the control point to start the capture process as soon as possible.

Once a point is almost captured, there is no point going towards it again to recapture it. Instead rush to the next point. Points are randomly selected, but there is a greater probability it will be the farthest one from the currently active one unless it was activated before. So learn to anticipate in order to be the first on site and capture it before the other team even has time to react.

CO-OP DEATHMATCH



Co-op Deathmatch is a fun game where you team up with a partner and try to kill all the other partnerships. There can be a total of five different partnerships moving around a map seeking each other out. When you die, you respawn after a short wait and can get back into the killing. The partnership that works the best together will usually win, since it is easy to get overwhelmed while fighting on your own.



STICK TOGETHER WITH YOUR PARTNER DURING THIS GAME. AVOID FOCUSING ON THE SAME ENEMY. INSTEAD, WHILE ONE PLAYER IS ENGAGING AN ENEMY, THE OTHER SHOULD BE COVERING THE FIRST PLAYER'S BACK TO MAKE SURE SOMEONE DOES NOT TRY TO COME UP BEHIND YOU. THIS TACTIC REQUIRES A LOT OF COMMUNICATION.

DEVELOPER TIP

Reviving your partner earns you points. In Co-op Deathmatch, every point counts so use the partner revival to increase your score and quickly be back up to two players in your partnership.

If your partner is downed and bleeding out, use your GPS to determine the odds of healing him safely. If you see a lot of red silhouettes, simply turn around and run away. There is no need to get killed while trying to save your partner, because this will give the opposing partnership an extra 10 points.

If your partner is down and you are cornered and being shot at by the same partnership, kill your partner with a grenade. Once your partner is dead, the opposing partnership cannot claim the extra 10 points if they manage to kill you as well. Your partner might not even notice the grenade was yours.

In Co-op Deathmatch, unlike the other modes where you play as FDI, all enemies are shown in red in the GPS. So if you see a red silhouette on the GPS just shoot and ask questions later.

EXTRACTION



Extraction is a unique multiplayer game. You can access it from the Main menu or the Versus menu. This is a co-op game for up to four players. You must work together to survive against waves of enemies that come after you. Your team begins at one location on a map. You can't leave that general area and must defend against several squads of enemies. Once you have defeated a certain number of waves, your team will automatically advance to a second location and defend there against more squads of enemies. In order to win and be extracted from the map, you must survive and defend at four different locations; each new location has tougher enemies coming at you. Unlike the other games, if you die in extraction, you are out of the game until it is over. Therefore, it is important for your teammates to heal your wounds before you die or they will be down one mercenary.



SPREAD OUT AT EACH LOCATION AND CALL OUT ENEMIES AS YOU SEE THEM TO WARN YOUR TEAMMATES. STAY BEHIND COVER AS MUCH

AS POSSIBLE, AND NOTE THAT THE ENEMIES WILL COME AT YOU FROM SEVERAL DIFFERENT DIRECTIONS. KEEP LOOKING AROUND SO YOU DON'T GET SHOT IN THE BACK-ACTIVATE YOUR GPS TO SPOT THE INCOMING ENEMIES.

DEVELOPER TIP

Enemies spawn at specific locations for each wave, so learn their pattern and anticipate instead of reacting when they come at you from behind.

Ammo can be an issue in Extraction if you are not careful. Between waves of enemies, rush to a team mate and resupply using the partner reload feature.

Elite units will rush at you for a melee attack when the number of enemies are thinning out. Be careful and watch your back as well as your teammate's.

Heavies are deadly. They may be firing at someone else and then turn on a dime and shoot a rocket in your face. When facing heavies, keep moving as you circle the heavy and always try to keep obstacles or cover between you and him.

PRIMA OFFICIAL GAME GUIDE



WARZONE



Warzone is another team-based game, with two teams of up to four players each. As you play this game, your team will be given different missions. The enemy team's mission will be to prevent you from achieving your objectives. In the first mission, one team's objective is to plant a bomb at a designated location and defend it until it detonates; the other team must prevent their opponent from setting the bomb, or they must defuse it if set before it blows. The second mission is to kill two VIPs. Two members of the first team are the VIPs and must be protected from the opposing team. The last mission is gathering intel. One team must get to a computer at a designated location and download information while the other team tries to prevent this from happening. Each mission lasts only two to three minutes, so the attacking team must act fast. The team that wins a mission earns a point, and then a new mission is issued until either the time runs out or one team has earned the number of points required for victory as determined when the game was set up. In the case of a tie, teams begin a new special mission: Assassination. The objective is to do a set amount of damage to a heavy that spawns on the map. The first team to do so will score 1 point. Warzone is a fast and challenging game, since teams can go from being the attacker to the defender quickly as each mission is completed.



TIP TALK TO YOUR TEAMMATES AS YOU ALL RUSH TO THE NEXT MISSION. DECIDE WHO WILL DO WHAT DEPENDING ON YOUR OBJECTIVE. IF YOU ARE THE ATTACKER, SELECT WHO WILL BE THE ONE TO RUSH IN TO PLANT A BOMB OR COLLECT INTEL WHILE THE REST PROVIDE COVER AND PROTECTION. IF YOU ARE THE VIP, MOVE TO A SAFE LOCATION WITH LOTS OF COVER AND TRY TO AVOID EXPOSING YOURSELF TO ENEMY FIRE. A WELL-AIMED SNIPER ROUND COULD LOSE THE MISSION FOR YOUR TEAM.

DEVELOPER TIP

VIP: If your team is well organized, separate it in two teams of 2 players, each with one VIP and send them in opposite directions. Usually the enemy team will rush toward one of the targets, leaving the other one alone. This distraction might give you the time you need to have at least one of the VIPs survive the round. It also prevents having both VIPs killed with a single grenade.

Infiltration: Once you capture the Intel, take the route which passes near your team spawn locations—even if you have to travel a longer distance. This tactic provides two major benefits. First you will be closer to reinforcements when players respawn. Even more importantly, if you are killed and the Intel is dropped, it will be dropped near your team spawn location making it very difficult for the defending team to build a strong defense near the Intel.

Destruction: Players can only arm the bomb or defuse it while standing up—making them easy targets for headshots. So if you see an enemy rushing towards the bomb, wait until they start to arm or defuse the bomb to take your shot. If you try to take them down before they will know you are around and might use the bomb as cover and take you down before you can do anything.


Assassination Objective: Before attacking the heavy NPC, get rid of all enemies around so only your team gets the chance to fire at him. In the time it will take them to respawn and rush to your location, you should be able to take a lead on the meter. Be careful that the other team is not using your own tactics against you and be ready for their return.

WEAPONS KITS

Unlike in the Campaign game, Versus mode does not allow you to bring in your customized weapons and loadouts. Instead, you can select from eight different preset kits. Each kit includes two different weapons, and you begin with a single grenade. During a mission, you can find special weapons at set locations on the maps, and you can always pick up weapons dropped by dead players. Remember when you pick up a weapon from the ground that you are only swapping weapons and not changing kits. If you chose the Close Combat Kit 1 and pick up an AK-47, your primary weapon will be changed to the AK-47, but your secondary will still be the MP5 SMG.

Let's look at the different kits. Select one that matches your play style. You can also change kits while waiting to respawn after being killed if you want to try some different weapons.



ASSAULT KIT 1

WEAPON 1	WEAPON 2
SCAR-L Assault Rifle	G18C Pistol
	
Loadout: 250	Loadout: 102
Mag Capacity: 50	Mag Capacity: 17


ASSAULT KIT 2

WEAPON 1	WEAPON 2
Felin-2C Assault Rifle	TD-V .45 SMG
	
Loadout: 250	Loadout: 150
Mag Capacity: 50	Mag Capacity: 30



CLOSE-COMBAT KIT 1

WEAPON 1	WEAPON 2
AA-12 Shotgun	MP5 SMG
	
Loadout: 80	Loadout: 150
Mag Capacity: 20	Mag Capacity: 30

CLOSE-COMBAT KIT 2

WEAPON 1	WEAPON 2
R870 Shotgun	M-416 Assault Rifle
	
Loadout: 48	Loadout: 250
Mag Capacity: 8	Mag Capacity: 50

COMMANDO KIT 1

WEAPON 1	WEAPON 2
AK-47 Assault Rifle	DE-O.44 Pistol
	
Loadout: 250	Loadout: 40
Mag Capacity: 50	Mag Capacity: 8


COMMANDO KIT 2

WEAPON 1	WEAPON 2
G36C Assault Rifle	Type 77 Pistol
	
Loadout: 250	Loadout: 96
Mag Capacity: 50	Mag Capacity: 16

SNIPER KIT 1

WEAPON 1	WEAPON 2
VSS Sniper Rifle	TD-V .45 SMG
	
Loadout: 60	Loadout: 150
Mag Capacity: 10	Mag Capacity: 30

SNIPER KIT 2

WEAPON 1	WEAPON 2
M107 .50 Sniper Rifle	Type 77 Pistol
	
Loadout: 40	Loadout: 96
Mag Capacity: 10	Mag Capacity: 16

DEVELOPER TIP

The Falin-2C assault rifle, G18C pistol and AK47 assault rifle are high recoil weapons. It is best to aim at the crotch and let the recoil do the job than aim at the head and see most of your bullets miss their mark.

Sniper rifles return to their center aim point after firing at a precise and regular rhythm of about one second. Learn the tempo so you can always fire your shot after your gun stabilizes itself. This will help you to finish off enemies you did not kill with the first shot.

RANKS AND SCORING

RANK

As you play through multiplayer games, you earn points for killing enemies and achieving objectives. As you accrue these points, you rise in rank from Rank 0 to Rank 20. These ranks and total points are used to determine your placement on leaderboards. Along the way, you can unlock new masks and shoulder boards. You begin with five masks and five shoulder boards and can earn a total of ten more by ranking up.

VERSUS RANKS

RANK	POINTS REQUIRED	UNLOCK	RANK	POINTS REQUIRED	UNLOCK
0	0	No	11	10,000	No
1	100	No	12	14,000	Yes
2	250	Yes	13	19,000	No
3	500	No	14	25,000	Yes
4	800	Yes	15	32,000	No
5	1,200	No	16	40,000	Yes
6	1,800	Yes	17	50,000	No
7	2,500	No	18	75,000	Yes
8	3,500	Yes	19	125,000	No
9	5,000	No	20	200,000	Yes
10	700	Yes			

INDIVIDUAL SCORING

During a game, there are a number of ways you can score points individually.

INDIVIDUAL POINTS

ACTION	POINTS
Down a player	4
Kill a downed player	1
Executed a player	5
Revive partner	3
Teammate revive	2
Killed a rival	5
Downed a partnership	10
Suicide	-3
Killed partner/team member	-5
Becoming a rive	10
Killed AI soldier	2
Killed AI officer	5
Killed AI elite	10
Killed AI heavy	20
Defended CP in Control	2
Killed carrier in Warzone Intel	5
Defended carrier in Warzone Intel	2
Captured intel in Warzone Intel	10
Killed VIP in Warzone VIP	5
Defended VIP in Warzone VIP	2
Planted bomb in Warzone Destruction	5
Defused bomb in Warzone Destruction	5
Bonus for Extraction	Total Round Damage* x 0.001



*THIS BONUS IS THE FACTOR OF THE TOTAL POINTS SCORED BY THE TEAM FOR THAT ROUND AND THE MULTIPLIER.

GAMEPLAY BONUSES

These points are awarded to everyone on a team for completing an objective or a mission.

INDIVIDUAL POINTS FOR TEAM EFFORT

ACTION	PTS.
Won the Control Point	25
Bomb blew up in Warzone Destruction (attacker)	25
Bomb didn't blow up in Warzone Destruction (defender)	25
Killed VIP in Warzone VIP (attacker)	25
VIP not killed in Warzone VIP (defender)	25
Captured intel in Warzone Intel (attacker)	25
Defended intel in Warzone Intel (defender)	25

TEAM SCORING FOR OBJECTIVES

These points are for the team and are used to determine who wins a game.

TEAM POINTS

ACTION	PTS.
Win a Control Point	1
Bomb blew up in Warzone Destruction (attacker)	1
Bomb didn't blow up in Warzone Destruction (defender)	1
Killed both VIPs in Warzone VIP (attacker)	1
At least one VIP not killed in Warzone VIP (defender)	1
Captured intel in Warzone Intel (attacker)	1
Defended intel in Warzone Intel (defender)	1
First team to do enough damage to AI heavy in Warzone	1

DEVELOPER TIP

If you are left bleeding out and do not think your partner can come in time, crawl towards the enemies. They will usually finish you off and allow you to respawn faster.

If you are facing an enemy with the automatic shotgun kit, do not run toward him with guns blazing. Instead, pull back. Distance is your best ally in this situation.

The only way to get more grenades is by using the partner reload function, so stay close to your partner and you will gain a firepower advantage.

When you are down and wounded, don't lie out in the open. Crawl toward your partner and try to reach a safe spot where your partner can safely heal you and not have to expose himself.





MAPS

AFTERMATH

A maze of abandoned cars and blown-out facades dominates Shanghai's bombed-shattered, ruined financial district.



MAP LEGEND

-  Possible Special Weapon Pickup
-  T.W.O. Spawn Area
-  F.D.I. Spawn Area
-  Control Objective Location
-  Possible Warzone Objective Location

DEVELOPER TIP

The walkway over the North Street is a great perch and sniping nest—especially for objectives at the Intersection and for engaging snipers located in the open section of the Mall. If you are attacked from the side, quickly jump down and run through the corridor on the north side. This way you can easily take the stairs on the west side of the map to quickly turn the tables on your enemy.

When fighting in the Mall, owning the balcony is crucial. So if your team is defending, have one player go up and hide behind the cover and plants on the opposite side of the opening. Since players will usually rush to take position on the balcony, their backs will be exposed. This will usually only work the first time, but it might be enough for your team to win the point.

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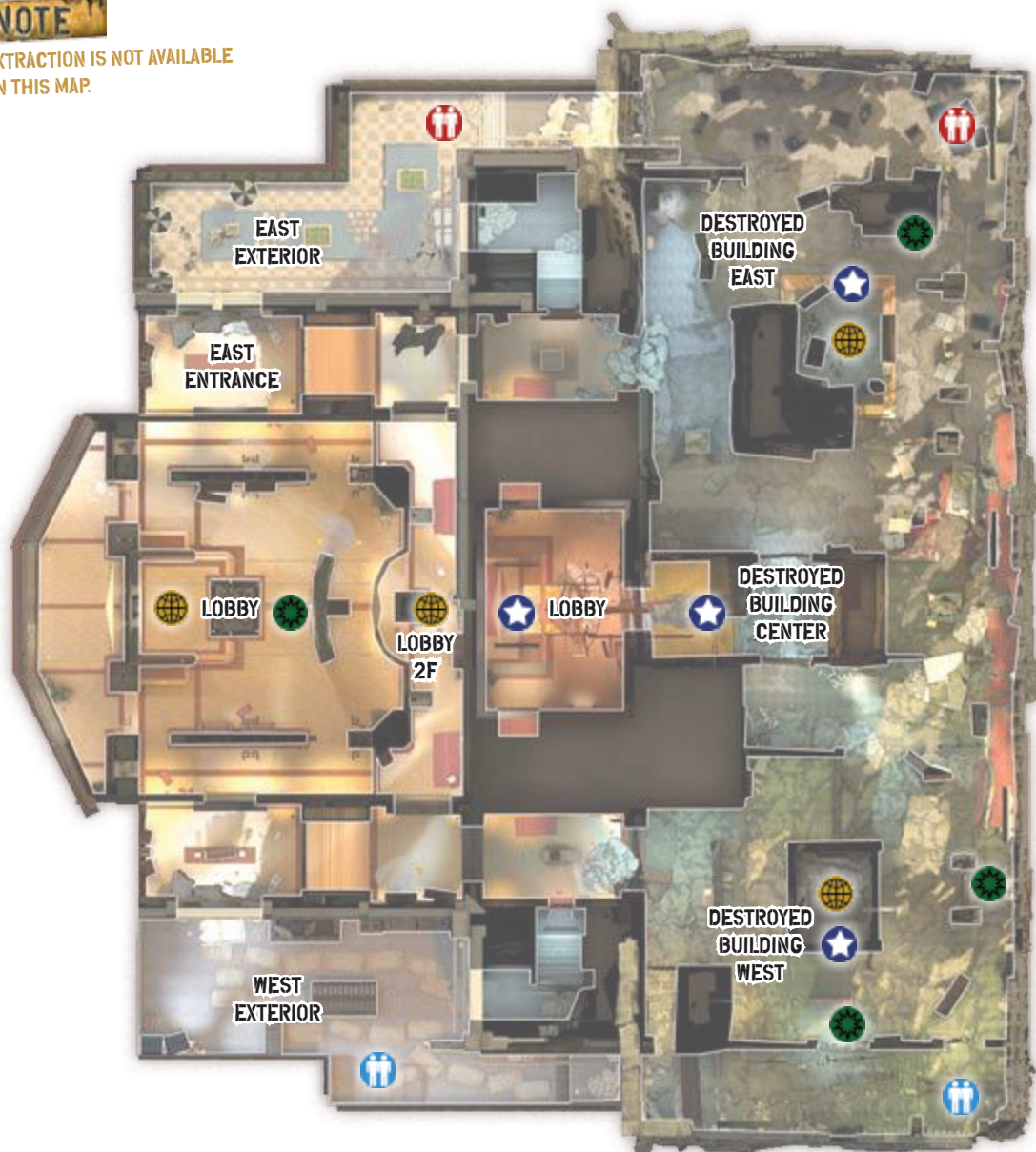
CONSULATE

This is a towering skyscraper devastated from air strikes and knocked off its foundation, where the African Consulate's walls have become floors and total collapse is imminent.



NOTE

EXTRACTION IS NOT AVAILABLE
ON THIS MAP.



DEVELOPER TIP

Many players use the central passage going from the Destroyed Building Center to the Lobby. It is also a nice place to set an ambush. The small recess at the bottom of the stairs of the fire escape is a great position for shooting players in the back when they use the stairs to go into the Lobby. The recesses on both sides of the Lobby area are also great as players usually don't notice players hiding there.

The stairs on both sides of the Lobby provide a false sense of security to players attacking targets situated up higher on the balcony level. While you are less exposed, you are still vulnerable to head shots.

MAP LEGEND

- Possible Special Weapon Pickup
- T.W.O. Spawn Area
- F.D.I. Spawn Area
- Control Objective Location
- Possible Warzone Objective Location

CROSSROADS

A modern, elevated expressway cuts through a once-thriving community center of outdoor cafes and pedestrian walkways now reduced to smoldering rubble.



DEVELOPER TIP

Stand on the canopy above the Underpass if you want to cover this area. If fired at from the side, simply roll down to the Underpass and then find cover.

The Public Transit area is quite difficult to attack for FDI as TWO players get the higher ground and can easily cover the three accesses to the area. One good tactic for FDI is for all players to throw grenades toward the objective at the same time and then use the confusion and smoke effect as cover to rush the objective. This tactic also works when you are alone or with a partner as long as you follow the edge of the map on the west side and use all cover available. Doing this should give you good line-of-sight on the enemies.

MAP LEGEND






- Possible Special Weapon Pickup
- T.W.O. Spawn Area
- F.D.I. Spawn Area
- Control Objective Location
- Possible Warzone Objective Location

TEMPLE

A working-class neighborhood of narrow alleys, overhanging balconies, and cramped storefronts borders an ancient Chinese temple, where every shadow threatens ambush.



MAP LEGEND

-  Possible Special Weapon Pickup
-  T.W.O. Spawn Area
-  F.D.I. Spawn Area
-  Control Objective Location
-  Possible Warzone Objective Location

DEVELOPER TIP

The Canal near the Temple is treacherous. It seems like it provides good cover in front, but your sides are way too exposed. When things start to get heated, you are trapped like a rat—especially if grenades start to come your way. Use the side flanking route at the west and south to really surprise the enemies defending the area.

On this map, using longer flanking routes is usually a good tactic since enemies do not expect players to use them and usually do not cover them. For FDI players, a good example of this type of route is the corridor connecting the Market and the Park when you want to flank the East Road area. TWO players usually spawn in the Warehouse District and rush north to the target, often not paying attention to their south flank. The same goes for TWO who can use the northern section of the East Road area to reach the Market.

VERTIGO

Eighty floors above the city, an abandoned construction site offers a commanding, tactical vantage over the Shanghai skyline and a long, deadly descent.



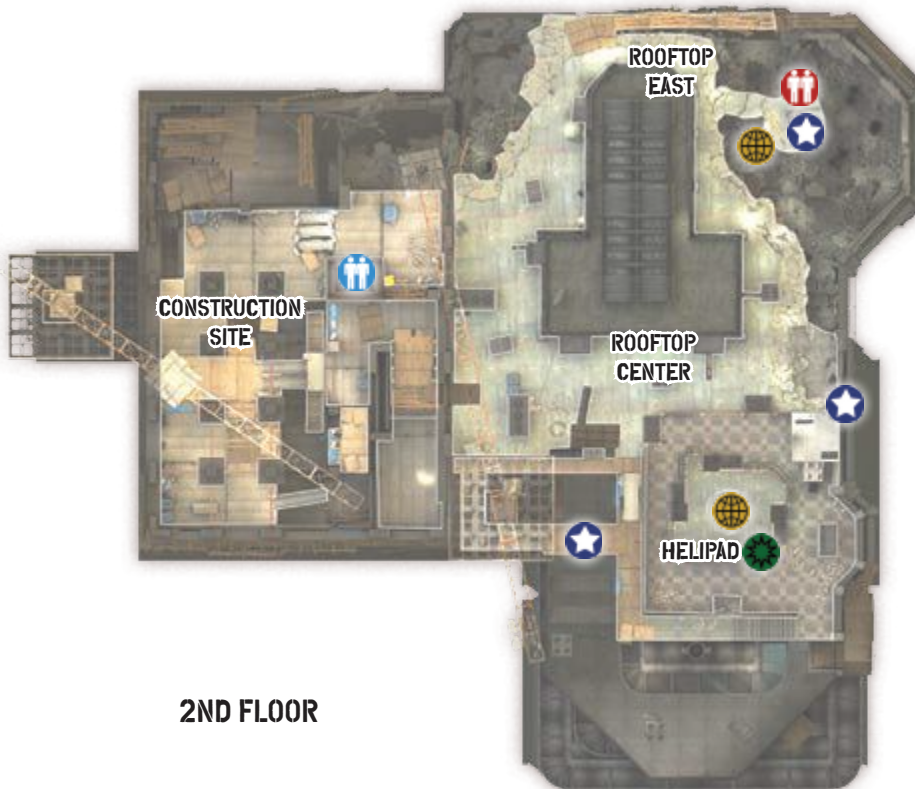
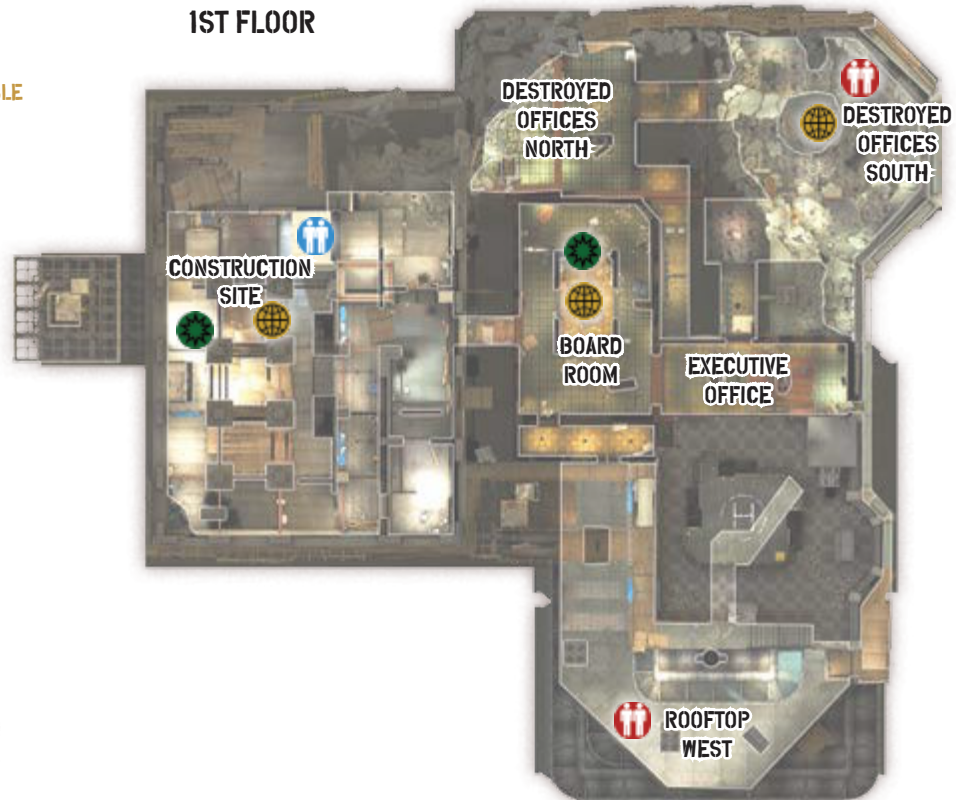
EXTRACTION IS NOT AVAILABLE
ON THIS MAP.



MAP LEGEND

- Possible Special Weapon Pickup
- T.W.O. Spawn Area
- F.D.I. Spawn Area
- Control Objective Location
- Possible Warzone Objective Location

1ST FLOOR



2ND FLOOR

DEVELOPER TIP

The Roof Top East area makes for a great sniping position, especially for TWO players who spawn nearby. Since there will always be action near and around the Helipad, players there might not notice being sniped at from afar. Watch out for enemies approaching from the south.

If you are an FDI player in a team based mode, hiding behind the toilet on top of the helipad usually gives you an element of surprise for TWO players trying to go for the nearby objective.

There is a flanking route behind the crane which leads to the second floor of Upper Construction. Use it as a sniping nest for targets on the helipad or as a side way to reach a good ambush spot in the Construction Site 2nd Floor.

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ZOO

Nestled in the heart of downtown Shanghai, the sprawling Zoo contains five distinct environments, including a watery hippo pen and a wrought-iron monkey cage.



DEVELOPER TIP

The monkey cage is an easy objective to defend. The cage's bars provide extra cover and prevent accurate grenade lobbs. Use this to your advantage by always keeping a partnership inside the cage while the remaining players take defensive positions on the periphery.

The rock at the back of the hippo den is a great place to defend nearby objectives. You can't be attacked from behind and you get a great view of all sides. Also, it is difficult to lob grenades into this location. So crouch down there and keep your eyes open for flanking attacks from the right or the left.

MAP LEGEND

- Possible Special Weapon Pickup
- T.W.O. Spawn Area
- F.D.I. Spawn Area
- Control Objective Location
- Possible Warzone Objective Location





WEAPON STATS ACHIEVEMENTS & TROPHIES

ASSAULT RIFLES SUBMACHINE GUNS SHOTGUNS PISTOLS SNIPER RIFLES LAUNCHERS WEAPON STYLES











APPENDIX

WEAPON STATS

ASSAULT RIFLES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
AK-47		\$1,100	22	20	9	7	Chapter 1
AS-KRI		\$300,000	23	20	10	9	Chapter 1
FELIN-2C		\$25,000	22	20	10	8	Chapter 5
G36C		Owned	22	20	10	6	Chapter 1
M249 SAW		\$22,500	22	20	9	6	Chapter 4
M4		\$10,000	22	20	10	6	Chapter 2
M 416		\$32,000	22	20	10	7	Co-op Choice #2 or Chapter 4
QBZ-03		\$12,000	22	20	10	6	Chapter 1
SCAR-L		\$21,000	22	20	11	5	Chapter 3

BARRELS








NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
G14 Thunderstrike		N/A	3	-3	4	1	Supply Crate #1
K23 Assault Barrel		\$3,000	3	-2	3	1	Chapter 1
Trueshot MK.1		N/A	4	-3	4	2	Weapon Part #12
SC-3 Triton		\$12,500	0	-1	2	1	Chapter 4
SC-4 Tityos		\$9,500	1	-4	4	2	Chapter 4
G36 Condemner		\$7,500	1	-1	3	1	Chapter 4
Prykhodko DV90		\$3,500	1	2	0	1	Chapter 1
VLOCZ MK.3		\$6,500	4	-3	2	2	Chapter 4
FELIN BT77		\$4,500	0	1	2	0	Chapter 4
RWS Hotsaw V4		\$12,000	4	-2	3	2	Chapter 4

WEAPON STATS ACHIEVEMENTS & TROPHIES






ASSAULT RIFLES SUBMACHINE GUNS SHOTGUNS PISTOLS SNIPER RIFLES LAUNCHERS WEAPON STYLES

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STOCKS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
M249 Charger		\$6,500	0	1	0	0	Chapter 4
G78 Stock MK.2		\$12,000	0	-3	3	0	Chapter 4
ALV-FLEX 228		\$8,500	0	0	2	0	Chapter 1
HL Reflex Core		N/A	3	-3	5	0	Weapon Part #10
AE9 Star Tactical		\$4,500	1	-1	3	0	Chapter 1
Trueshot RF9		\$11,000	2	-3	4	0	Chapter 4
Ruslan MK.3		\$1,500	0	2	1	0	Chapter 1
Rusty Stock		\$35	0	2	0	0	Weapon Part #2 or Chapter 4

CARTRIDGES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
50-Round Mag		\$8,500	1	-1	-1	1	Chapter 1
70-Round Drum		\$14,000	2	-2	-2	1	Chapter 4
100 Round D-Drum		\$25,000	4	-3	-2	1	Chapter 4
40-Round S-Mag		\$6,500	1	0	2	1	Chapter 4
120-Round Belt Box		\$14,000	4	-2	-1	1	Chapter 4



FRONT MOUNTS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
Tactical Grip		\$500	1	1	2	0	Chapter 1
E40 Vertgrip		\$750	1	2	1	0	Chapter 1
Slanted G5 Grip		N/A	2	0	3	0	Weapon Part #1
Vertical IG Grip		\$1,500	1	3	0	0	Chapter 4
870 MCS Master Key		\$8,500	1	-1	-1	0	Chapter 2
M203 40mm GL		\$25,000	2	-2	-2	0	Chapter 4
Pipe Launcher 40mm		N/A	2	-3	-2	0	Weapon Part #8
U34 Combat Shield		\$18,500	2	-1	-2	0	Chapter 4
TG-400 Shield		N/A	2	0	-3	0	Weapon Part #11
Aegis Guardian V2		\$12,500	2	-1	-2	0	Chapter 4




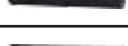
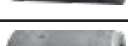


WEAPON STATS ACHIEVEMENTS & TROPHIES

ASSAULT RIFLES SUBMACHINE GUNS SHOTGUNS PISTOLS SNIPER RIFLES LAUNCHERS WEAPON STYLES

FRONT MOUNTS (CONTINUED)

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
Custom Shield		N/A	1	-1	-4	0	Weapon Part #3
Metal Plate		\$1,500	1	-2	-3	0	Chapter 2

SUPPRESSORS/MUZZLE ATTACHMENTS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
R1 Muzzle Reducer		\$2,500	0	1	1	0	Chapter 1
E2 Muzzle Enhancer		N/A	2	-1	2	0	Weapon Part #6
E3 Muzzle Enhancer		\$4,500	3	-1	2	0	Chapter 1
H12 Bayonet		\$500	0	-1	-1	0	Chapter 2
V17 Bayonet		N/A	2	-1	-1	0	Co-op Choice #3
KO3 Bayonet		\$750	3	-2	0	0	Chapter 2
Screwdriver		\$15	0	-2	-1	0	Chapter 2
Kitchen Knife		\$25	1	-1	-2	0	Weapon Part #13
L11 Death Whisper		\$4,000	0	0	-2	0	Chapter 2
AC6 Night-Ops		\$4,500	0	-1	-1	0	Chapter 2
TLB Shadow		\$5,000	0	-2	0	0	Chapter 2
DSS Silent Strike		\$5,500	0	0	-2	0	Chapter 4
D-OPS V244		\$6,500	0	-3	1	0	Chapter 4
Soda Can Silencer		\$15	0	-3	-2	0	Weapon Part #4 or Chapter 4
Double Can Silencer		\$10	0	-2	-2	0	Chapter 2

SCOPES


NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
KF-D Scope (1.5X)		\$5,000	1	0	1	0	Chapter 3
MG36 Scope (2X)		N/A	2	-1	1	0	Civilian #15
MT-20 Attack Scope (3X)		\$8,500	3	-2	2	0	Chapter 4
ZT Reflex Sight (1X)		\$3,500	1	0	1	0	Chapter 3
Red Dot (1X)		\$5,500	1	-1	2	0	Chapter 3
Red Dot (2X)		\$7,500	2	-2	3	0	Chapter 4
Red Dot (3X)		N/A	4	-2	4	0	Weapon Part #14

WEAPON STATS ACHIEVEMENTS & TROPHIES



ASSAULT RIFLES SUBMACHINE GUNS SHOTGUNS PISTOLS SNIPER RIFLES LAUNCHERS WEAPON STYLES

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SUBMACHINE GUNS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
MP5		\$15,000	19	20	13	5	Chapter 2
P90		\$12,500	19	20	15	6	Civilian #4 or Chapter 3
TD-V 0.45		\$35,000	22	20	12	8	Chapter 5
Type 05		Owned	19	20	15	6	Chapter 1


BARRELS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
V7 Barrel		\$4,500	1	-1	2	0	Chapter 1
V22 Stormcrow		\$9,000	3	-3	3	1	Chapter 4





STOCKS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
AE6 Star Tactical		\$6,000	3	-1	3	0	Chapter 4
M2 Light Stock		\$8,500	2	3	0	0	Chapter 4
ALV-FLEX 228		\$8,500	0	0	2	0	Chapter 1
AE9 Star Tactical		\$4,500	1	-1	3	0	Chapter 1
Rusty Stock		\$35	0	2	0	0	Weapon Part #2 or Chapter 4




CARTRIDGES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
TD-V 50-Round Mag		\$14,500	3	-1	-2	1	Chapter 4

FRONT MOUNTS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
Tactical Grip		\$500	1	1	2	0	Chapter 1
E40 Vertgrip		\$750	1	2	1	0	Chapter 1
Slanted G5 Grip		N/A	2	0	3	0	Weapon Part #1
Vertical IG Grip		\$1,500	1	3	0	0	Chapter 4

SUPPRESSORS/MUZZLE ATTACHMENTS


NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
E2 Muzzle Enhancer		N/A	2	-1	2	0	Weapon Part #6
AC6 Night-Ops		\$4,500	0	-1	-1	0	Chapter 2
TLB Shadow		\$5,000	0	-2	0	0	Chapter 2
Soda Can Silencer		\$15	0	-3	-2	0	Weapon Part #4 or Chapter 4





WEAPON STATS ACHIEVEMENTS & TROPHIES

ASSAULT RIFLES SUBMACHINE GUNS SHOTGUNS PISTOLS SNIPER RIFLES LAUNCHERS WEAPON STYLES




SUPPRESSORS/MUZZLE ATTACHMENTS (CONTINUED)

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
X12 Silent Storm		\$5,500	0	0	-1	0	Chapter 2
D56 Suppressor		N/A	0	0	-2	0	Civilian #18




SCOPES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
ZT Reflex Sight (1X)		\$3,500	1	0	1	0	Chapter 3
Red Dot (1X)		\$5,500	1	-1	2	0	Chapter 3






SHOTGUNS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
AA-12		\$50,000	28	12	11	12	Chapter 4
FSB Shotgun		\$15,500	25	12	10	10	Chapter 3
HM Shotgun		N/A	26	12	11	9	Co-op Choice #2
R 870		\$2,100	25	12	12	9	Chapter 1


BARRELS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
X-22 Black-M		\$11,000	0	2	1	1	Chapter 4
DD7 Assault MK.3		\$3,500	3	-3	2	2	Chapter 1
7337 Defender		N/A	0	3	0	0	Weapon Part #9

STOCKS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
T3 Guardian		\$4,000	2	1	2	0	Chapter 1
J37 Defender MK.4		N/A	2	-4	5	0	Weapon Part #15
HN-H Tactical		\$7,500	0	-2	3	0	Chapter 4
L12 Assault Stock		\$5,000	0	1	2	0	Chapter 4
HL Reflex Core		N/A	3	-3	5	0	Weapon Part #10

CARTRIDGES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
AA-12 20-Round Mag		\$25,000	3	-1	-2	0	Chapter 4

WEAPON STATS ACHIEVEMENTS & TROPHIES





ASSAULT RIFLES SUBMACHINE GUNS SHOTGUNS PISTOLS SNIPER RIFLES LAUNCHERS WEAPON STYLES

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FRONT MOUNTS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
Tactical Grip		\$500	1	1	2	0	Chapter 1
E40 Vertgrip		\$750	1	2	1	0	Chapter 1
Slanted G5 Grip		N/A	2	0	3	0	Weapon Part #1
U34 Combat Shield		\$18,500	2	-1	-2	0	Chapter 4
TG-400 Shield		N/A	2	0	-3	0	Weapon Part #11
Aegis Guardian V2		\$12,500	2	-1	-2	0	Chapter 4
Custom Shield		N/A	1	-1	-4	0	Weapon Part #3
Metal Plate		\$1,500	1	-2	-3	0	Chapter 2

SUPPRESSORS/MUZZLE ATTACHMENTS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
Z1 Muzzle Reducer		N/A	0	2	1	0	Weapon Part #5
V600 Muzzle Enhancer		\$3,000	2	-1	2	0	Chapter 2
Shotgun Bayonet		\$1,500	2	-2	-2	0	Chapter 2
L6 Shotgun Silencer		\$6,000	0	2	-2	0	Chapter 4




PISTOLS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
DE-O.44		\$13,500	23	20	10	7	Civilian #10 or Chapter 4
G18C		N/A	20	15	8	6	Chapter 4 (Dr. Wu's Reward)
Type 77		Owned	15	24	14	2	Chapter 1

CARTRIDGES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
G18 33-Round Mag		\$8,500	2	-2	-2	0	Chapter 4



SUPPRESSORS/MUZZLE ATTACHMENTS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
SV5 Muzzle Reducer		\$1,500	0	0	1	0	Chapter 2
K16 Muzzle Enhancer		\$2,500	3	-1	1	0	Chapter 2
Barracuda V300		\$3,500	0	-3	-1	0	Chapter 2

WEAPON STATS ACHIEVEMENTS & TROPHIES

ASSAULT RIFLES SUBMACHINE GUNS SHOTGUNS PISTOLS SNIPER RIFLES LAUNCHERS WEAPON STYLES






SUPPRESSORS/MUZZLE ATTACHMENTS (CONTINUED)

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
Soda Can Silencer		\$15	0	-3	-2	0	Weapon Part #4 or Chapter 4
Double Can Silencer		\$10	0	-2	-2	0	Chapter 2



SNIPER RIFLES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
M107 .50 Cal		N/A	25	12	8	12	Co-op Choice #4
M110 KAC		\$9,500	25	16	11	8	Chapter 2
S8-Z Grand Pinger		\$450,000	25	18	12	13	Chapter 1
SVD		Owned	25	16	10	8	Chapter 1
VSS		\$17,500	25	16	10	7	Chapter 3


BARRELS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
L13 Night-Ops Barrel		\$5,500	0	2	-2	0	Chapter 4
Chepnaz Redstar		N/A	3	-3	0	2	Weapon Part #7
S-L42 Charon		\$7,500	0	-4	3	-1	Chapter 4
MM22 Barrel		\$9,000	0	2	0	0	Chapter 4
K-12 Longshot MK.1		\$15,500	2	-2	-1	2	Chapter 4

STOCKS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
G62 Hardback		\$4,000	1	2	1	0	Chapter 1
RMS Jericho V6		\$9,000	3	-3	4	0	Chapter 4
FR Elite Model 3		N/A	4	-5	5	0	Co-op Choice #3

CARTRIDGES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
M110 8-Round Mag		\$3,500	1	-1	-1	1	Chapter 4
M107 8-Round Mag		\$8,000	2	-1	-2	0	Chapter 4





WEAPON STATS ACHIEVEMENTS & TROPHIES

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SUPPRESSORS/MUZZLE ATTACHMENTS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
SMR1 Muzzle Reducer		\$2,000	0	1	0	0	Chapter 2
SM12 Muzzle Reducer		\$3,500	0	0	1	0	Chapter 2
L17 Silencer		\$5,000	0	-1	-1	0	Chapter 2
Spec-Ops L2 Stinger		\$6,500	0	0	-2	0	Chapter 4

SCOPES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
XOP Tactical Scope (5X)		\$6,000	3	-2	1	0	Chapter 4
Delta PGG (6X)		N/A	2	-3	2	0	Supply Crate #3
EA-M Browne Scope		\$12,000	3	-4	2	0	Chapter 4

LAUNCHERS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
MK Grenade Launcher		\$75,000	45	24	18	15	Civilian #19 or Chapter 6
RPG		\$18,000	45	16	20	15	Chapter 3

STOCKS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
MK Model-23		\$15,000	0	2	2	0	Chapter 4

CARTRIDGES

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
MK 10-Round Drum		\$23,500	5	-2	-2	0	Chapter 4

FRONT MOUNTS

NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
Tactical Grip		\$500	1	1	2	0	Chapter 1
E40 Vertgrip		\$750	1	2	1	0	Chapter 1
Vertical IG Grip		\$1,500	1	3	0	0	Chapter 4
U34 Combat Shield		\$18,500	2	-1	-2	0	Chapter 4
TG-400 Shield		N/A	2	0	-3	0	Weapon Part #11
Aegis Guardian V2		\$12,500	2	-1	-2	0	Chapter 4
Custom Shield		N/A	1	-1	-4	0	Weapon Part #3
























WEAPON STATS ACHIEVEMENTS & TROPHIES

ASSAULT RIFLES SUBMACHINE GUNS SHOTGUNS PISTOLS SNIPER RIFLES LAUNCHERS WEAPON STYLES

FRONT MOUNTS (CONTINUED)










NAME	IMAGE	COST	AGGRO	HANDLING	PRECISION	DAMAGE	AVAILABILITY
Metal Plate		\$1,500	1	-2	-3	0	Chapter 2
870 MCS Master Key		\$8,500	1	-1	-1	0	Chapter 2

WEAPON STYLES









NAME	IMAGE	COST	AVAILABILITY	NAME	IMAGE	COST	AVAILABILITY
Amazon		\$2,000	Chapter 1	Spec-Ops Desert		\$5,000	Chapter 4
Desert		\$2,000	Chapter 1	Spec-Ops Forest		\$5,000	Chapter 4
Forest		\$2,000	Chapter 1	Spec-Ops Urban		\$5,000	Chapter 4
Jungle		\$2,000	Chapter 1	Bubbles		\$6,000	Chapter 5
Pimp		\$10,000	Chapter 1	Hearts		\$6,000	Chapter 5
Urban Combat		\$2,000	Chapter 1	Stars		\$6,000	Chapter 5
Tactical Amazon		\$3,000	Chapter 2	Vegas		\$4,000	Chapter 5
Tactical Desert		\$4,000	Chapter 2	Flowers		\$7,500	Chapter 6
Tactical Forest		\$3,000	Chapter 2	Giraffe		\$7,500	Chapter 6
Tactical Mountain		\$3,000	Chapter 2	Desert Jigsaw		\$100	End of game
Zebra		\$3,000	Chapter 2	Fleur-de-Lys		\$100	End of game
Zebra Large		\$3,000	Chapter 2	Hypnosis		\$100	End of game
Tactical Sahara		\$4,000	Chapter 3	Jigsaw		\$100	End of game
Tactical Urban		\$4,000	Chapter 3	Leopard		\$100	End of game
Tiger		\$4,000	Chapter 3	Skulls		\$100	End of game
Leopard Beige		\$5,000	Chapter 4				

ACHIEVEMENTS & TROPHIES

CAMPAIGN

ICON	NAME	DESCRIPTION	ACHIEVEMENT	TROPHY
	Better Than Gold (PS3 Only)	Earn all other Trophies	N/A	N/A
	Not What I Thought It Was	Complete Chapter 1 on any difficulty level	5	15
	A Steep Descent	Complete Chapter 2 on any difficulty level	10	15
	A Decent Animal	Complete Chapter 3 on any difficulty level	15	15
	Emergency Room	Complete Chapter 4 on any difficulty level	20	15
	Gone Shopping	Complete Chapter 5 on any difficulty level	25	15
	Survivor?	Complete the game on any difficulty level	30	30
	Softcore	Complete half the game on the hardest difficulty	50	30
	Hardcore	Complete the game on the hardest difficulty	100	90




COMBAT

ICON	NAME	DESCRIPTION	ACHIEVEMENT	TROPHY
	Chaaaaarge!	Charge through 20 enemies	15	15
	Grenadier	Kill three or more enemies with a single grenade	10	15
	Meat Bag	Use 15 enemies as human shields	15	15
	Not So Bad After All	Tie up 15 enemy combatants instead of executing them	10	15
	Old Faithful	Kill 400 enemies with assault rifles, submachine guns, or shotguns	20	15
	One Shot, One Kill	Kill 100 enemies with a sniper rifle	20	15
	Open Hand Slap!	Kill 50 enemies with a melee or bayonet	15	15
	Pistolier	Kill 150 enemies with pistols	20	15









WEAPON STATS ACHIEVEMENTS & TROPHIES

ASSAULT RIFLES SUBMACHINE GUNS SHOTGUNS PISTOLS SNIPER RIFLES LAUNCHERS WEAPON STYLES





COMBAT (CONTINUED)

ICON	NAME	DESCRIPTION	ACHIEVEMENT	TROPHY
	Quick Draw	Kill 25 enemies with a Quick Draw from Mock Surrender	15	15
	The Beast	Kill 6,666 people in any game mode	50	90
	Unbreakable	Survive an entire level in one session without being downed on normal difficulty or above	25	30



CO-OP

ICON	NAME	DESCRIPTION	ACHIEVEMENT	TROPHY
	Attention Grabber	Allow your partner to snipe five guys while in Mock Surrender	10	15
	Co-op Sniper	Co-op snipe five enemies	10	15
	Healer	Heal your partner 10 times	10	15
	In Synch	Kill two enemies with simultaneous Quick Draws while in co-op Mock Surrender	10	15
	Pumpkin Patch	Shoot two enemies in the head with a single bullet	10	15
	Rock, Paper, Scissors (Secret)	Beat your partner at rock, paper, scissors three times in a row	5	15
	Total Fist Bump Deflation	Finish the game in a fractured friendship	10	15
	Total Fist Bump Destruction	Finish the game as best friends	10	15

COLLECTION

ICON	NAME	DESCRIPTION	ACHIEVEMENT	TROPHY
	Full Arsenal	Collect all weapons and weapon parts	30	30
	Loot and Pillage	Collect \$1,000,000	20	15
	The Truth Is Right Here	Listen to all of the radio broadcasts	20	15
	Touch Not a Cat but a Glove	Shoot all Maneki Neko Cats in the game	50	30

CREATIVE







ICON	NAME	DESCRIPTION	ACHIEVEMENT	TROPHY
	Hate Monger	Customize a primary weapon to high Aggro	10	15
	Scavenger (Secret)	Build a gun using three homebrew parts	15	15

WEAPON STATS ACHIEVEMENTS & TROPHIES












ASSAULT RIFLES SUBMACHINE GUNS SHOTGUNS PISTOLS SNIPER RIFLES LAUNCHERS WEAPON STYLES

PRIMA OFFICIAL GAME GUIDE

MORALITY

ICON	NAME	DESCRIPTION	ACHIEVEMENT	TROPHY
	Future Visions	Unlock all potential futures	30	30
	Heartless (Secret)	Make only negative choices	20	15
	Humanist	Save every hostage	30	30
	Purist (Secret)	Make only positive choices	20	15
	The Optimist	Make a positive co-op Morality choice	5	15
	The Pessimist	Make a negative co-op Morality choice	5	15

MULTIPLAYER

ICON	NAME	DESCRIPTION	ACHIEVEMENT	TROPHY
	All Guns Blazing	Kill a player with every weapon, including special weapons, in public matches	30	15
	Big Game Hunting	Kill both members of a single partnership during a public match	5	15
	Bound for Life	In a public match, survive an entire Extraction map without suffering a single death on your team	30	30
	Death Dealer	Kill 10 players with headshots on a single map in a public match	10	15
	DIY PMC	Create a custom face mask online (www.armyoftwo.com) and wear it in a public match	10	15
	Fancy Meeting You Here	Invite a friend or form a party before joining a lobby to play a public match	5	15
	Fresh Meat	Revive your partner and perform a partner reload during the same public match	5	15
	Job Seeker	In public matches, kill a player with either the primary or secondary weapon from every weapon kit	10	15
	King of the Hill	Win a public match on every map in Co-op Deathmatch, Control, and Warzone	30	30
	Power Couple	Earn the highest partnership score in a Co-op Deathmatch, Control, or Warzone public match	15	15
	Survival of the Fittest	Complete all 16 rounds of an Extraction game in a public match	50	30

#1
ISSUE

PETER MILLIGAN • DEXTER SOY • JOSÉ MARZAN JR.

ARMY OF
TWO™













ARMY OF TWO: ACROSS THE BORDER

PART ONE
TOUGH
GUYS

THEY'VE
GOT MORTAR
SHELLS?

THE
ENEMY'S
MILITARY
BUDGET IS
HUGE.

THANKS TO
THE GENEROSITY
OF YOUR AMERICAN
DRUG-TAKING
PUBLIC.

PETER
MILLIGAN
WRITER

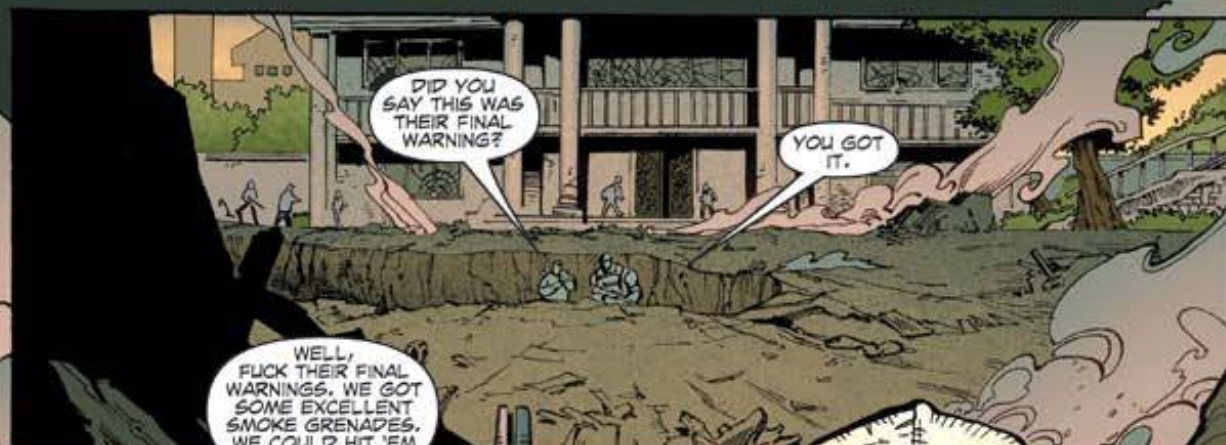
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RICHARD STARKINGS & COMICRAFT
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ROB SIMPSON
SENIOR EDITOR
SCOTT BAUMANN
EXECUTIVE EDITOR





LET
THEM CHEW ON
WHAT I SAID
A WHILE.

THEY AREN'T
TRAINED. THEIR
NERVE COULD
CRACK ANY
MINUTE.

CONCEPT ART















